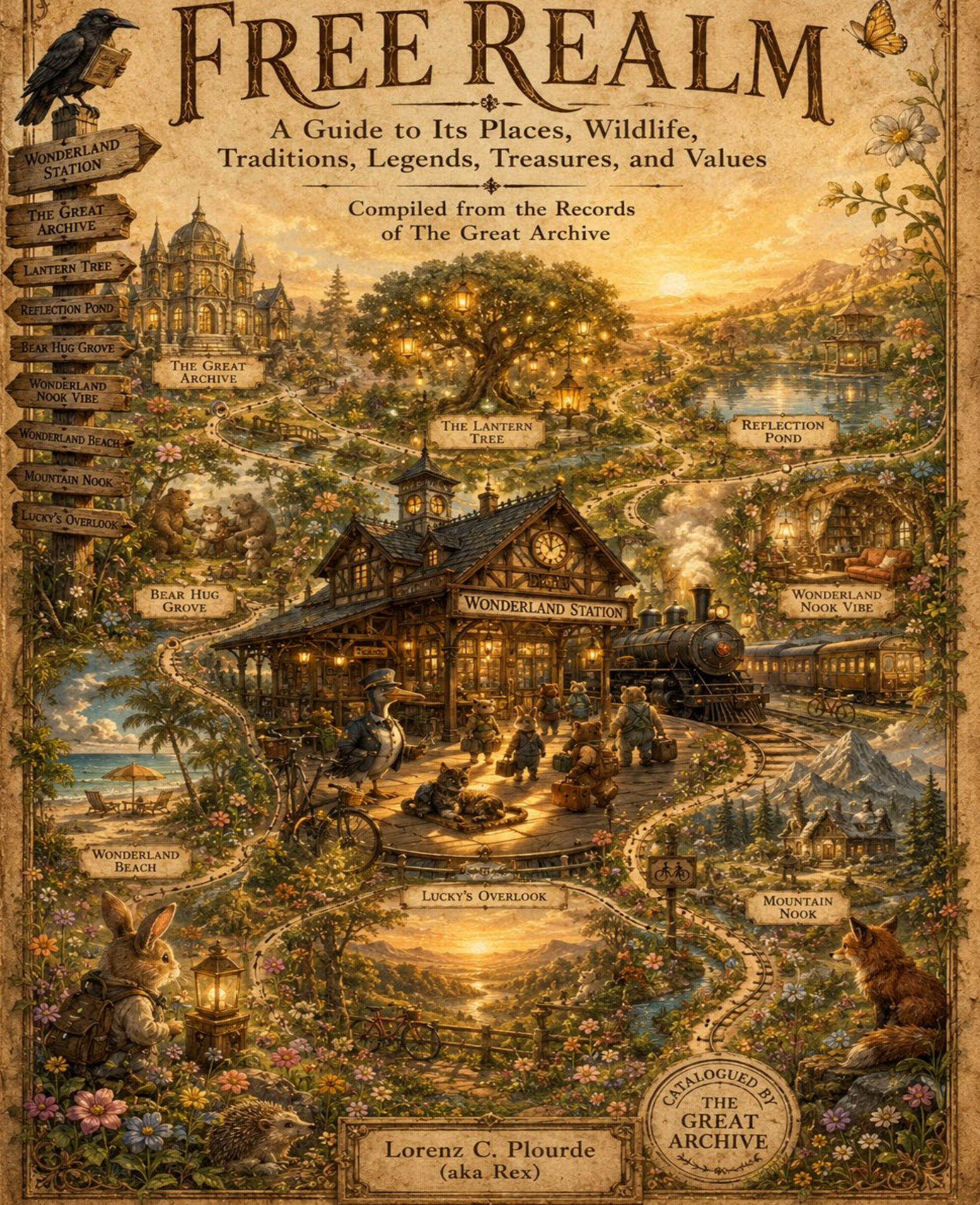
THE FREE REALM

A Guide to Its Places, Wildlife, Traditions, Legends, Treasures, and Values

Compiled from the Records of The Great Archive



Lorenz C. Plourde
(aka Rex)

Catalogued by The Great Archive

THE FREE REALM

A Guidebook Found Within The Great Archive

Compiled from observations, field notes, railway conversations, lantern-light discoveries, and other reasonably trustworthy sources.

Written and assembled by

Lorenz C. Plourde (Rex)

Illustrated for the residents, visitors, wanderers, storytellers, and curious observers of the Free Realm.

First Edition

Kelowna, British Columbia

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This guidebook is provided free of charge for personal enjoyment and exploration.

The Free Realm continues to grow.

DEDICATION

For Sparky, and for Lucky, whose spirit and memories still travel beside her,

and for everyone who still believes that curiosity is worth following, stories are worth sharing, and imagination remains one of life's most dependable traveling companions.

This guidebook exists because of conversations, laughter, observations, questions, unexpected discoveries, and the simple realization that sometimes an imaginary place can help us appreciate the real world a little more.

The Free Realm was built from wonder, friendship, kindness, imagination, and the stories that continue long after a journey ends.

May your lantern stay lit, your maps remain unfinished, and your next discovery arrive at exactly the right moment.

Welcome to the Free Realm.

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The Archive reminds visitors that page numbers are intended as suggestions. Curiosity remains the preferred navigation system.

Welcome to the Free Realm

Preserved Within The Great Archive

Dear Visitor,

If you are reading this document, it means you have opened one of the Archive's most frequently borrowed volumes.

The Realm you are about to explore is not a kingdom, nation, or destination found on ordinary maps. It is a place assembled from stories, observations, traditions, wildlife, friendships, discoveries, and a remarkable number of unanswered questions.

Within these pages you will encounter curious crows, confident pelicans, patient hedgehogs, wandering rabbits, thoughtful foxes, station cats, lantern-lit paths, treasured keepsakes, and places that have been known to inspire both reflection and adventure.

The Archive reminds all visitors that maps are temporary, curiosity is permanent, and some of the best discoveries occur when one is not looking for them.

Should you encounter something wonderful during your travels, you are encouraged to make a note of it. The Realm continues to grow.

Visitors are welcome.

Stories are welcome.

Questions are especially welcome.

Please enjoy your journey.

The Great Archive
Caretakers of Stories, Maps, and Other Important Things

The Great Archive
Official Seal
The Free Realm
A Map Preserved Within The Great Archive
The Map Continues To Grow
Worth Exploring
- Wonder Kindly
- Ask Questions
- Share Discoveries
- Be Curious
Archive Express Railway
Footpaths
Lantern Trails
Bicycle Paths
Scenic Roads
Bridges
Mountain Nook
Lucky's Overlook
The Grand Circle of Wonder
The Octopus Institute
Bear Hug Grove
Reflection Pond
Good Picnic Area
The Lantern Tree
Wonderland Nook Vibe
Wonderland Station
Wonderland Beach
Juvie Bunny Meadow
The Questionable Shortcut
Bay of Reasonable Speculation
Lantern Shore
The Overlook Trail
The Driftwood Theater
The Shelf of Lost Things
Isle of Conflicting Theories
Curiosity Encouraged
Archive Express Railway
No. 112817
If You Discover Something Wonderful, Please Tell The Archive
Visitors Welcome
N
W
E
S

THE RESIDENTS OF THE FREE REALM

Every place develops a personality.

The Free Realm developed several.

Over time, certain residents became known for talents, interests, responsibilities, habits, and occasionally questionable decision-making.

Some investigate mysteries.

Some build and maintain important things.

Some guide travelers.

Some care for the wellbeing of others.

Some help the Realm grow.

And a few seem determined to create interesting situations for everyone else.

For the convenience of visitors, the Archive has grouped the residents into several broad categories.

These classifications are intended to be helpful rather than definitive.

The residents themselves have expressed a variety of opinions regarding the system.

Crow considers it reasonably accurate.

Owl considers it incomplete.

Octopus has suggested several revisions.

Pelican has already printed business cards.

Visitors are encouraged to draw their own conclusions.

The following pages contain the most current observations available.

The Archive wishes you a pleasant journey.

THE RESIDENTS OF THE FREE REALM
CHAPTER I
THE INVESTIGATORS
The Realm Begins With A Question
What If?
Worth Investigating
RECORDS OF THE REALM
Curiosity Encouraged
Further Research Required
Observe
Reflect
Discover
NOTES FROM THE REALM
MAP OF THE FREE REALM
CONSTELLATIONS AND CURIOSITIES
FIELD JOURNAL
Every discovery starts with curiosity.

THE INVESTIGATORS

The Realm Begins with A Question

The Free Realm has always attracted curious minds.

Some residents search for answers.

Others collect observations.

A few seem perfectly content discovering that every answer leads to three new questions.

Together, these residents became known as The Investigators.

They are the explorers of ideas, the keepers of observations, the collectors of clues, and the caretakers of curiosity itself.

When something unusual happens in the Realm, an Investigator is usually nearby.

Often taking notes.

Sometimes drawing diagrams.

Occasionally conducting experiments that seemed much simpler when they began.

Each Investigator approaches the world differently.

Crow believes careful observation reveals remarkable things.

Owl trusts records, archives, and the wisdom preserved by those who came before.

Octopus delights in testing theories, building models, and examining every possibility.

Toad prefers to sit quietly beside Reflection Pond and consider questions that others may have overlooked.

Their methods rarely agree.

Their conclusions do not always match.

Yet together they have helped the Realm understand itself far better than any one of them could alone.

Visitors are encouraged to ask questions. The Investigators have discovered that curiosity is often the first step toward every worthwhile journey.

CROW
Chief Investigator of the Free Realm
No reliable borders discovered.
Unverified but interesting.
Further observation required.
Investigation ongoing.
EXPEDITION FILM REELS
The Free Realm:
Observations From Above
247 Pages
CROW'S ARCHIVE
Curiosity Fuel
Crow never found the borders.
He discovered something more interesting.

CROW

Chief Observer of Curious Things

If something unusual happens in the Free Realm, there is an excellent chance that Crow noticed it first.

Crow possesses a remarkable talent for observation.

He notices details that others overlook, remembers conversations long after everyone else has forgotten them, and has filled countless notebooks with sketches, maps, questions, and field reports.

Visitors occasionally assume that Crow spends his days searching for answers.

This is not entirely accurate.

Crow spends most of his time searching for better questions.

From his observation tower, he watches the comings and goings of the Realm.

He studies weather patterns, visitor habits, migration routes, bicycle traffic, unusual footprints, and anything else that attracts his curiosity.

Many of the Archive's most valuable records began as simple notes in one of Crow's notebooks.

His reports are widely respected for their thoroughness. They are occasionally criticized for their length.

Crow considers this criticism incomplete.

Although Crow enjoys discovering new things, he is equally interested in helping others notice what was already there.

He believes that the world becomes more interesting the moment someone begins paying attention.

Visitors seeking certainty may find Crow frustrating. Visitors seeking understanding often find him indispensable. When asked how he discovers so many remarkable things, Crow usually offers the same answer: I started by looking.

OWL
Archivist Emeritus of the Free Realm
Source Required
Interesting Claim
Evidence Inconclusive
Cross Reference Needed
Crow's Footnotes Improving
Pelican's Facts Under Review
Squirrel Classified This As A Vegetable
TOAD May Have Been Right
CROW'S REPORTS
THE FREE REALM: OBSERVATIONS FROM ABOVE
247 PAGES
Surprisingly Thorough
Requires Citations
PELICAN PRESS RELEASES
THE GREAT ARCHIVE OF FORGOTTEN THINGS
FIRST FREE REALM MAP
BLUEJAY FEATHER
BICYCLE BELL
RABBIT FOOTPRINT CAST
OLD TRAIN TICKET
PRESERVED DANDELION
Historical Accuracy Pending
INDEX SYSTEM
VOLUMES 1 – 14,000+
Do Not Ask Owl If He Has Read Everything
He Has
RESEARCH FUEL
SECOND RESEARCH FUEL
THIRD RESEARCH FUEL
ONGOING ACADEMIC DISPUTES
OWL remembered what others forgot.
And occasionally what never happened at all.

OWL

Archivist Emeritus of the Free Realm

If Crow discovers something interesting, Owl usually knows where the previous seven references are stored.

Owl serves as one of the Realm's most respected keepers of knowledge.

Within the Great Archive, he oversees shelves of journals, maps, reports, observations, correspondence, and historical records collected over many years.

Visitors are often surprised by the size of the Archive.

Owl is not.

He remembers when several sections were considerably smaller.

He also remembers why they became larger.

Many residents seek Owl when they need information.

Others seek him when they need perspective.

The two are not always the same thing.

Owl believes that knowledge grows most useful when placed within a larger story.

Facts matter. Dates matter. Records matter.

Yet Owl has learned that understanding often requires seeing how those pieces fit together.

Although Owl is known for his careful scholarship, he is not opposed to new ideas.

He simply prefers that they arrive accompanied by evidence.

Or at the very least, a reasonably organized notebook.

Visitors sometimes ask Owl whether he has read every book in the Archive.

Owl never answers directly.

His expression generally suggests that the question itself may require additional research.

OCTOPUS
CHIEF SCIENTIFIC OFFICER
The Octopus Institute of Science
Further study required.
Pelican's data source unavailable.
THE FREE REALM
No reliable borders discovered.
Possibly important.
Crow's 247-PAGE REPORT
THE FREE REALM
PLACE?
POPULATION?
IDEA?
QUESTION MARKS EVERYWHERE
Definitely strange.
Evidence remains inconclusive.
TOAD's QUESTIONS
Why does this keep happening?
Pelican's PRESS RELEASES
THE STRATEGIC ALMOND RESERVE
CROW'S REPORT
247 PAGES
(HEAVILY ANNOTATED)
MORE COFFEE PLEASE
SCIENCE IS HARD
UNREAD TOURISM BROCHURES FROM PELICAN
OBSERVATION LOG
#7842
Subject: Everything
Status: ???
Hypothesis:
Maybe.
Maybe not.
THE FREE REALM
No patterns hold.
Data conflicts with reality.
IMPOSSIBLE DIAGRAMS
(Still investigating)
Every answer produced three new questions.

OCTOPUS

Director of Research and Questionable Experiments

Some residents begin with answers.

Octopus prefers to begin with possibilities.

Few minds in the Free Realm are as energetic, inventive, or delightfully unpredictable as Octopus.

Where Crow observes and Owl records, Octopus investigates.

His research station contains diagrams, prototypes, models, charts, measuring devices, and a remarkable collection of projects in various stages of completion.

Visitors quickly learn that Octopus is fascinated by how things work.

He studies weather patterns, navigation systems, memory, storytelling, bicycles, migration routes, lantern designs, and nearly any other subject that captures his attention.

Occasionally all at the same time. Octopus believes that curiosity should be tested.

Questions are important. Experiments are better.

His investigations have produced many valuable discoveries for the Realm.

They have also produced several incidents now preserved in the Archive under the heading:

"Educational Outcomes."

Unlike Owl, who prefers complete records, or Crow, who prefers careful observation, Octopus is comfortable with uncertainty. He sees unanswered questions not as problems but as invitations.

Many of his greatest discoveries began with an idea that seemed unlikely.

A few began with ideas that seemed completely impossible.

Visitors sometimes find Octopus's workspaces confusing.

Octopus considers this a sign that they have arrived in the correct place. Then asked why he continues experimenting even after making mistakes, Octopus explained: "The experiment succeeded.

TOAD
Chief Philosopher of the Reflection Pond
Please Leave Better Questions
Answers Available Upon Further Reflection
What Is The Real Treasure?
What Will Be Remembered?
Why Do Stories Matter?
Observation Is Also Participation
SLOW DOWN
Crow Still Investigating
Pelican Still Talking
Squirrel Still Acquiring Almonds
Octopus Requests Clarification
Questions Worth Keeping
WONDERLAND STATION
15 Minutes By Thought
NO RELIABLE BORDERS DISCOVERED
CURIOSITY FUEL
Crow Report Rage 1
What if the story is the answer?
CROW'S INVESTIGATIVE REPORT
247 PAGES
Interesting. Needs fewer conclusions.
Is understanding the same as knowing?
Patience is a form of Kindness.
OCTOPUS' ONGOING CLARITY CHART
(Work in Progress)
Observation
Memory
Emotion
Meaning
Story
Meaning
Connection
Time
and then what?
Still Thinking...
Who gets to tell the story?
Why are we here, telling this to ourselves?
INK
Is there such thing as a final answer?
Good Observation
Many sought answers from TOAD.
Most received a better question.

TOAD

Keeper of Reflection Pond

Not every question requires an immediate answer.

Toad considers this one of the most important discoveries in the Realm.

While other Investigators travel, observe, record, measure, and experiment, Toad practices a different form of inquiry.

He listens.

Reflection Pond, where Toad spends much of his time, has become one of the most peaceful places in the Free Realm.

Visitors often arrive carrying questions.

Many leave carrying better ones.

Toad has learned that understanding sometimes arrives quietly.

A person may spend days searching for an answer without success.

Then, while watching ripples move across the pond or listening to the evening breeze, the answer appears on its own.

This does not surprise Toad. He believes the mind occasionally needs room to think.

Unlike Crow, Toad rarely fills notebooks. Unlike Owl, he keeps few records.

Unlike Octopus, he conducts very few experiments. His work happens mostly in silence.

Yet many residents credit Toad with helping them see situations more clearly.

He has a gift for noticing connections between things that appear unrelated.

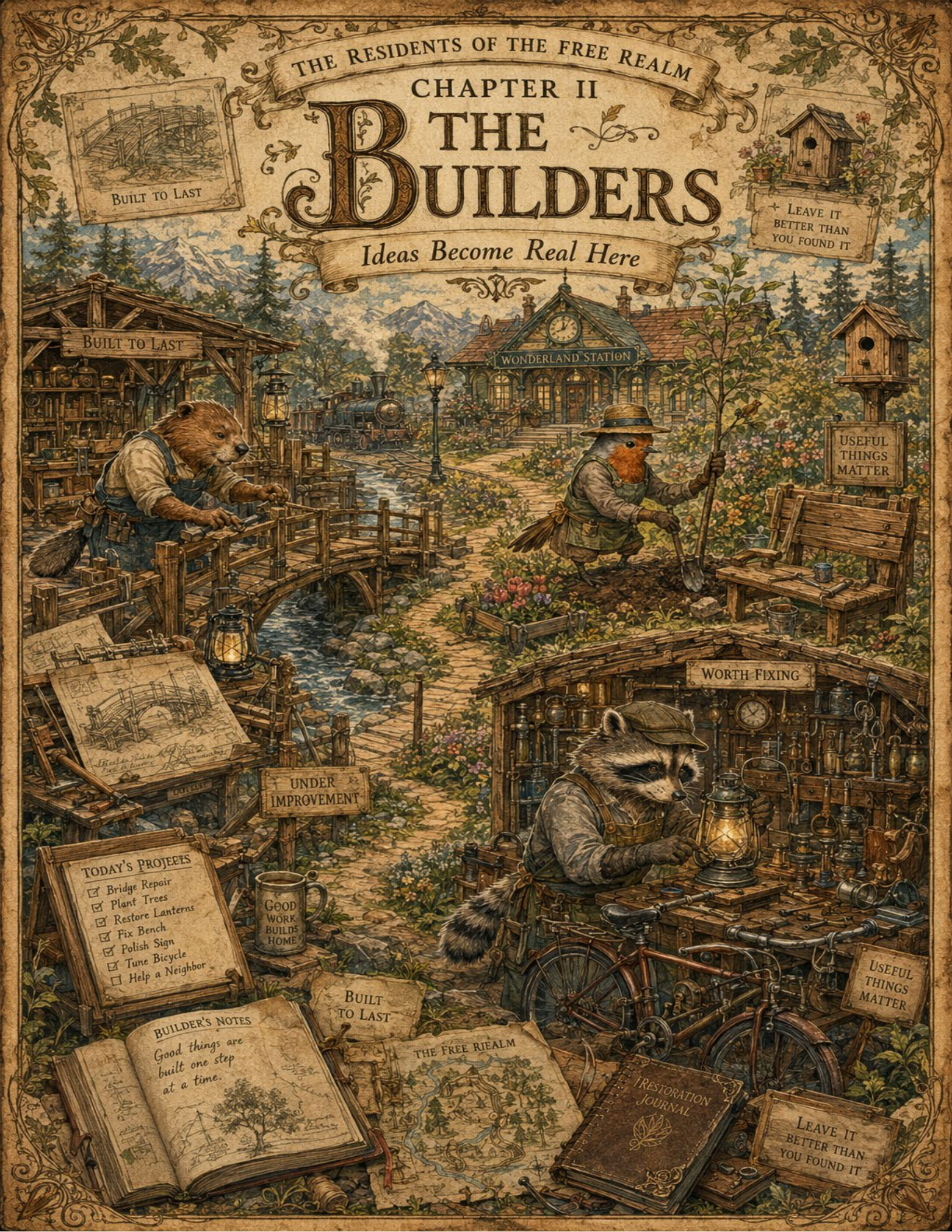
Visitors sometimes mistake Toad's calm nature for inactivity.

The Archive considers this a common misunderstanding.

Toad may appear still, but his thoughts are often traveling great distances.

When asked what he does all day beside Reflection Pond, Toad smiled and replied:

"Mostly, I pay attention to things that are easy to miss."


THE RESIDENTS OF THE FREE REALM
CHAPTER II
THE BUILDERS
Ideas Become Real Here
BUILT TO LAST
LEAVE IT BETTER THAN YOU FOUND IT
WONDERLAND STATION
USEFUL THINGS MATTER
WORTH FIXING
UNDER IMPROVEMENT
TODAY'S PROJECTS
Bridge Repair
Plant Trees
Restore Lanterns
Fix Bench
Polish Sign
Tune Bicycle
Help a Neighbor
GOOD WORK BUILDS HOME
BUILDER'S NOTES
Good things are built one step at a time.
BUILT TO LAST
THE FREE REALM
RESTORATION JOURNAL
LEAVE IT BETTER THAN YOU FOUND IT
USEFUL THINGS MATTER

BEAVER
Minister of Infrastructure
THE DEPARTMENT OF
PRACTICAL THINGS
If It Works, Don't Fix It
If It Doesn't Work, Fix It
Measure Twice
Pelican Is Not Authorized To Improve Bridges
Crow Requested Observation Platform
Approved
Octopus Requested Additional Data
Approved
Squirrel Requested Almond Storage
Denied
Thank You For Your Input
No
WONDERLAND STATION EXPANSION
REFLECTION POND FOOTBRIDGE
CROW OBSERVATION TOWER
BEAR HUG GROVE TRAIL IMPROVEMENTS
EMERGENCY PELICAN DETOUR ROUTE
Bridge Inspection: Passed
Lantern Maintenance: Completed
Train Crossing: Completed
Pelican Experiment: Reversed
ALMONDS PROHIBITED BEYOND THIS POINT
EVERYTHING CONNECTS
Others imagined possibilities.
Beaver built the bridge.

BEAVER

Master Builder of Bridges and Foundations

If Crow asks what might be possible, Beaver asks how to build it.

Beaver is the Master Builder of the Free Realm. He designs bridges, repairs pathways, strengthens foundations, and quietly solves problems before most residents even realize they exist. Many of the places visitors enjoy today exist because Beaver once looked at an empty space and imagined what could stand there instead.

His workshop sits beside a winding stream not far from Wonderland Station. Blueprints, sketches, measuring tools, and half-finished projects fill every available surface. Nothing remains unfinished for long. Beaver believes ideas deserve a chance to become real.

He has little interest in building things quickly. He prefers building them properly.

Many residents arrive with grand dreams, exciting plans, and ambitious visions. Beaver welcomes them all. Then he asks questions.

"How will it stand?"

"What happens during a storm?"

"Who will maintain it after you're gone?"

Some visitors find these questions frustrating.

Most eventually discover they are exactly the questions that matter.

Beaver understands that strong foundations are rarely exciting. Few travelers celebrate a well-designed support beam or a carefully measured bridge footing. Yet he knows that every lasting achievement rests upon hundreds of small decisions made with care.

One of his favorite sayings appears carved into a wooden sign outside his workshop:

"Good things are built one step at a time."

The bridge that connects Reflection Pond to Wonderland Station was once considered impossible. Beaver simply began with the first plank.

The Lantern Tree's support system was once an unfinished sketch in one of his notebooks.

Many of the Realm's gardens, pathways, observation decks, and gathering places started as simple ideas discussed over a cup of tea.

Beaver's true gift is not construction.

It is belief.

He sees potential where others see obstacles.

He sees possibilities where others see empty ground.

And when something worthwhile needs building, Beaver quietly gets to work.

Visitors often leave his workshop inspired to begin projects of their own.

Not because Beaver tells them what to build.

Because he reminds them that every great creation begins with the courage to start.

ROBIN
STATIONMASTER OF WONDERLAND STATION
WONDERLAND STATION
The Journey Is The Point
ALL JOURNEYS WELCOME
YOU ARE HERE
OR SOMEWHERE CLOSE
NO TICKET REQUIRED FOR CURIOSITY
CONNECTIONS TO EVERYWHERE
CONNECTIONS TO YOURSELF
Wonderland Beach
Reflection Pond
Bear Hug Grove
Mountain Nook
The Great Archive
The Gardens of Becoming
The Gardens of Becoming
Platform 247
Crow's Observation Tower
DEPARTURES
Wonderland Beach
Reflection Pond
Bear Hug Grove
Mountain Nook
The Quiet Places
The Great Archive
The Gardens of Becoming
Platform 247
Crow's Observation Tower
WONDERLAND STATION
ALL JOURNEYS WELCOME
Pelican's Special Excursion Train
DELAYED
AGAIN
CROW'S REPORTS
OWL'S ARCHIVES
TOAD'S UNANSWERED QUESTIONS
TICKETS
— TO —
ANYWHERE AND EVERYWHERE
SCHEDULES
ROUTE MAPS
Robin never asked
where travelers were going.
Only whether they were ready.

ROBIN

Stationmaster of Wonderland Station

Every journey through the Free Realm begins somewhere.

More often than not, it begins with Robin.

Robin serves as Stationmaster of Wonderland Station, the bustling crossroads at the heart of the Realm. Trains arrive from distant places. Travelers come carrying questions, hopes, plans, worries, and dreams. Some know exactly where they are going. Many do not.

Robin welcomes them all.

He is rarely in a hurry.

Visitors often expect a stationmaster to focus on schedules, destinations, and timetables. Robin certainly keeps the trains running. Yet he believes the true purpose of a station is not transportation.

It is possibility.

From his office overlooking the platforms, Robin watches countless journeys begin every day. Some travelers set out for grand adventures. Others simply take the first step toward something new. Robin understands that both journeys require courage.

One of the signs hanging near the station entrance reads:

"No Ticket Required For Curiosity."

It may be the most important sign in the entire Realm.

Robin has a remarkable gift for making people feel welcome before they feel confident. He knows that many visitors arrive uncertain of themselves. They wonder whether they belong. They worry they are too late, too inexperienced, too old, or too lost.

Robin listens patiently.

Then he usually asks a simple question:

"Where would you like to begin?"

Not where they should go.

Not where everyone else is going.

Simply where they would like to begin.

The flower gardens surrounding Wonderland Station are largely Robin's work. He believes journeys should start in beautiful places. New trees, birdhouses, benches, and lanterns appear regularly throughout the station grounds, often without anyone noticing who installed them.

Robin never seeks credit.

He simply enjoys helping things grow.

Visitors sometimes discover that the destination they originally planned is not where they ultimately arrive. Robin is never surprised by this. He has watched enough journeys to know that paths often change once people begin walking them.

His favorite saying is painted on an old station sign:

"The Journey Is The Point."

For Robin, travel is not about reaching somewhere else.

It is about becoming someone new along the way.

And so he stands at Wonderland Station, greeting arrivals, encouraging departures, and reminding every traveler that there is always another path waiting to be explored.

RACCOON
Director of Acquisitions
FREE REALM ACQUISITIONS DEPARTMENT
WE FIND THINGS
DO NOT ASK WHERE WE GOT IT
EVERYTHING HAS A STORY
TEMPORARILY BORROWED
OWNER UNKNOWN
RECOVERED FOR SAFEKEEPING
WILL RETURN EVENTUALLY
PROBABLY
CROW'S NOTEBOOK
PELICAN'S MICROPHONE
OCTOPUS'S CHARTS
One Bicycle Bell
Origin: Uncertain
One Pelican Megaphone
Origin: Regrettable
Three Almonds
Owner: Squirrel
Status: Disputed
One Crow Notebook
Status: Being Reviewed
One Octopus Chart
Status: Damp But Safe
One Bossy Bunny Clipboard
Status: In Question
LOST AND FOUND
WORLD'S BEST RACCOON
TRAIN TICKET
ADMIT ONE
BLUEJAY FEATHER
TRAIN CONDUCTOR'S HAT
WEATHER REPORT
Nothing was ever truly lost.
Raccoon simply hadn't
finished cataloging it yet.

RACCOON

Director of Acquisitions and Recoveries

Raccoon has never officially admitted to collecting things.

The evidence suggests otherwise.

His workshop sits near the edge of Wonderland Station, where shelves, cabinets, drawers, boxes, baskets, and mysterious piles stretch in every direction. To an untrained eye, the place appears completely chaotic.

To Raccoon, everything is perfectly organized.

Probably.

Visitors often ask where certain objects came from.

Raccoon usually changes the subject.

Some items were found beside old trails.

Some arrived in forgotten suitcases.

Some appeared on doorsteps with no explanation.

A few seem to have simply wandered in on their own.

Whatever their origin, Raccoon believes every object has a story worth preserving.

His official title is Director of Acquisitions and Recoveries, though many residents refer to him as the Keeper of Lost Things. When something disappears anywhere in the Realm, Raccoon is usually the first resident consulted.

More often than not, he already knows where it is.

Or at least where it was last seen.

A sign hanging above one of his workbenches reads:

"Nothing Is Ever Truly Lost."

This belief guides much of his work.

Raccoon understands that people often discard things too quickly. Broken lanterns, worn journals, bent bicycles, faded maps, forgotten photographs, and half-finished projects frequently find their way into his workshop.

Most leave in far better condition than when they arrived.

He sees value where others see clutter.

Potential where others see damage.

History where others see old junk.

Many visitors are surprised to learn that Raccoon restores far more than objects.

He also helps preserve memories.

Entire collections of journals, maps, letters, sketches, tickets, and stories have been saved because Raccoon recognized their importance before anyone else did. The Great Archive contains countless treasures that first passed through his hands.

Of course, not everything in his workshop belongs there.

At least according to Bunny.

Or Crow.

Or occasionally Pelican.

These disagreements are ongoing.

Raccoon remains unconcerned.

He insists everything is being catalogued.

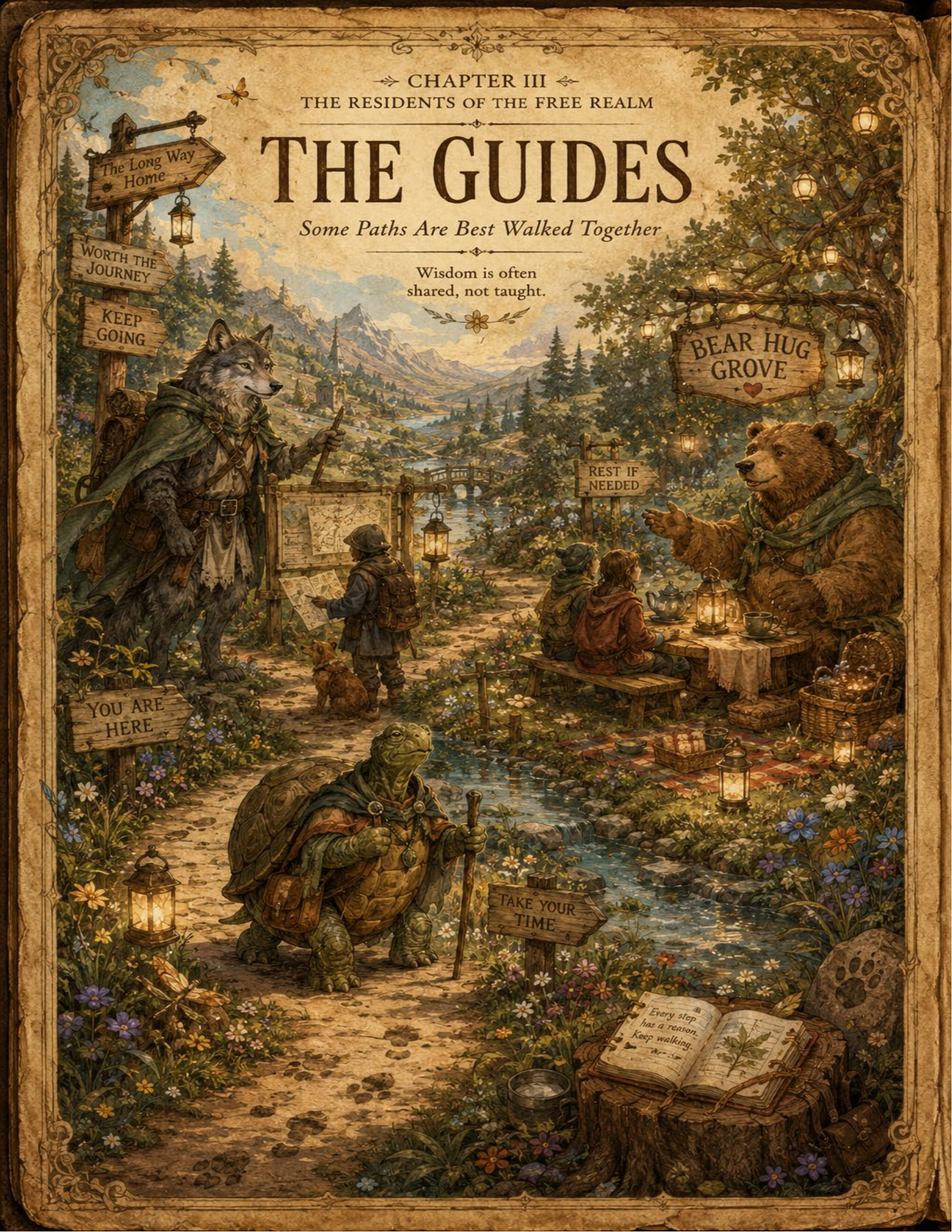
Eventually.

His favorite saying appears written inside a weathered notebook:

"Everything Has A Story."

And Raccoon intends to make sure none of those stories disappear.

Even if he occasionally forgets where he put them. 🦝📖✨


CHAPTER III
THE RESIDENTS OF THE FREE REALM
THE GUIDES
Some Paths Are Best Walked Together
Wisdom is often shared, not taught.
The Long Way Home
WORTH THE JOURNEY
KEEP GOING
YOU ARE HERE
BEAR HUG GROVE
REST IF NEEDED
TAKE YOUR TIME
Every step has a reason. Keep walking.

WOLF
Keeper of the Old Trails
Pelican's Trail Map
Helpful
Not Helpful
Some Paths Cannot Be Rushed
The Way Reveals Itself
Trust Your Feet
Maps Become Suggestions Here
Wonderland Station
Everywhere Else
Depends
Bear's Trail
Observation Point
Wolf Was Here First
Crow's Notebook
Trail continues beyond map.
Wolf declined interview.
"Others followed the trail.
Wolf listened to where it wished to go."

WOLF

Keeper of the Old Trails

Long before many of the Realm's most popular routes appeared on maps, Wolf was already walking them.

Wolf serves as one of the Free Realm's most trusted guides. He knows the hidden paths between places, the quiet routes that avoid unnecessary trouble, and the forgotten trails that still hold valuable lessons for those willing to travel them.

Visitors often seek Wolf when facing important decisions.

Not because he tells them what to do.

Because he helps them see where their choices may lead.

Wolf understands that every journey is different.

Some travelers need direction.

Others need confidence.

A few simply need someone to remind them that uncertainty is a normal part of the road.

The old trail markers scattered throughout the Realm are largely Wolf's work. Many appear simple at first glance, yet careful travelers often discover that the signs contain exactly the advice they needed at precisely the right moment.

One well-known marker reads:

"The Correct Path And The Easy Path Are Not Always The Same."

Many visitors remember that sign long after their journey ends.

Wolf spends much of his time exploring the forests, hills, and distant regions beyond the most traveled routes. He believes that understanding a place requires more than reading about it.

One must walk through it.

Feel the weather.

Notice the terrain.

Experience the journey firsthand.

Although Wolf is respected for his wisdom, he rarely presents himself as an expert. He knows that even experienced travelers can learn something new.

In fact, Wolf considers humility one of the most important tools a guide can carry.

Visitors sometimes ask Wolf how he became so knowledgeable about the Realm.

He usually smiles and replies:

"I got lost a few times."

The Archive considers this answer both amusing and remarkably accurate.

Wolf believes that mistakes, setbacks, detours, and unexpected challenges often teach more than smooth journeys ever could.

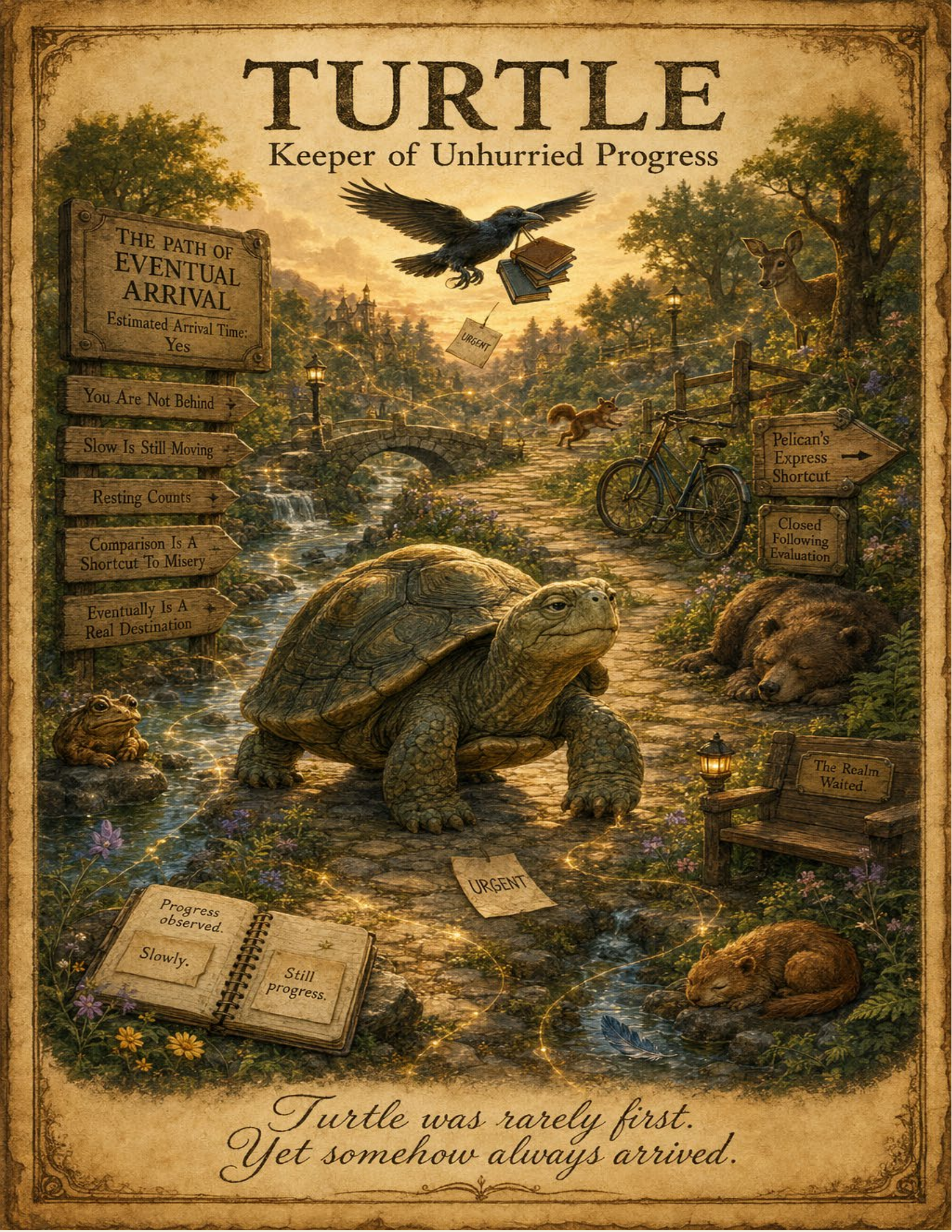
His favorite saying appears carved into a weathered sign near one of the oldest trails:

"Keep Going."

Simple advice.

Yet it has helped countless travelers find their way.

And so Wolf continues walking the paths of the Realm, helping others navigate theirs, one step at a time.


TURTLE
Keeper of Unhurried Progress
THE PATH OF EVENTUAL ARRIVAL
Estimated Arrival Time: Yes
You Are Not Behind
Slow Is Still Moving
Resting Counts
Comparison Is A Shortcut To Misery
Eventually Is A Real Destination
URGENT
Pelican's Express Shortcut
Closed Following Evaluation
The Realm Waited.
URGENT
Progress observed.
Slowly.
Still progress.
Turtle was rarely first.
Yet somehow always arrived.

TURTLE

Keeper of Unhurried Progress

Few residents of the Free Realm move more slowly than Turtle.

Few accomplish more.

Turtle is the gentle reminder that worthwhile journeys do not need to be rushed.

His path follows streams, gardens, woodland trails, and quiet corners of the Realm where visitors often pause to catch their breath and reconsider their timelines.

Many travelers arrive believing they are behind.

Turtle rarely agrees.

He has observed that people spend an astonishing amount of energy comparing their journeys to those of others.

This has never seemed particularly useful to him.

Turtle prefers steady progress.

A small step taken today.

Another tomorrow.

And another after that.

Over time, remarkable distances are covered.

The paths Turtle maintains are among the most peaceful in the Realm.

Lanterns mark the way.

Benches invite rest.

Wildflowers grow beside the trail.

Nothing encourages haste.

One sign frequently found along Turtle's routes reads:

"Slow Is Not The Same As Stopped."

The Archive has recorded this phrase in countless journals belonging to grateful travelers.

Turtle understands something that many visitors eventually discover for themselves:

Growth often happens quietly.

A tree does not hurry.

A garden does not rush.

A friendship does not appear overnight.

Neither does wisdom.

Although Turtle moves at an unhurried pace, he is remarkably dependable.

Residents know that if Turtle promises to arrive, he will.

Perhaps not immediately.

But certainly eventually.

Visitors sometimes ask Turtle whether he ever wishes he could move faster.

He usually considers the question for a moment before replying:

"Why?"

The conversation often becomes surprisingly thoughtful after that.

His favorite saying appears carved into a wooden marker beside a winding trail:

"Keep Going. The Journey Is Working."

Many travelers have found comfort in those words.

And so, Turtle continues his patient walk through the Realm, reminding everyone he meets that meaningful progress is measured not by speed, but by direction.

BEAR
Keeper of Bear Hugs
Everyone Is Welcome Here
No Explanation Required
Rest If Needed
Official Bear Hug Territory
Permission Not Required
TRAIN TICKET
Good for One Fare Anywhere
Thank You
Notes from The Road
Emergency Almonds
Things To Leave Behind
worries
fears
regrets
unfinished arguments
Visitors & Friends
Crow
Pelican
TOAD
Octopus
JUVIE Bunny
Bossy Bunny
"Bear listened."
"Needed that."
"Felt better afterward."
"Will return."
Things To Take With You
hope
courage
kindness
friendship
Some burdens grow lighter when shared.
Bear never asked why.

BEAR

Keeper of Bear Hug Grove

Not every traveler needs directions.

Some simply need a place to rest.

Bear serves as the quiet heart of the Free Realm.

His home, Bear Hug Grove, has become a gathering place for residents and visitors alike. Lanterns glow warmly among the trees. Comfortable benches invite conversation. Picnic blankets appear whenever needed. Tea is rarely far away.

No one is entirely certain who keeps adding the extra chairs.

Many suspect Bear.

He has never confirmed this.

Bear understands that journeys can be wonderful.

He also understands that they can be difficult.

People become tired.

Plans fail.

Dreams take longer than expected.

Questions remain unanswered.

When such things happen, Bear believes kindness is often more useful than advice.

Visitors frequently arrive at Bear Hug Grove carrying worries.

Many leave carrying perspective.

Bear is a patient listener.

He rarely rushes a conversation.

He rarely interrupts.

And he has a remarkable ability to make people feel welcome exactly as they are. A wooden sign near the entrance to the Grove reads:

"You Do Not Need To Earn Your Place Here."

The Archive considers this one of the most important signs in the Realm.

Although Bear is known for his compassion, he should not be mistaken for weak.

He possesses quiet strength.

The kind that helps others feel safe.

The kind that remains steady during storms.

The kind that reminds people they are capable of continuing, even when they temporarily forget.

Visitors sometimes ask Bear how he helps so many travelers.

He usually smiles and says:

"I try to meet them where they are."

It sounds simple.

The Archive notes that it is not.

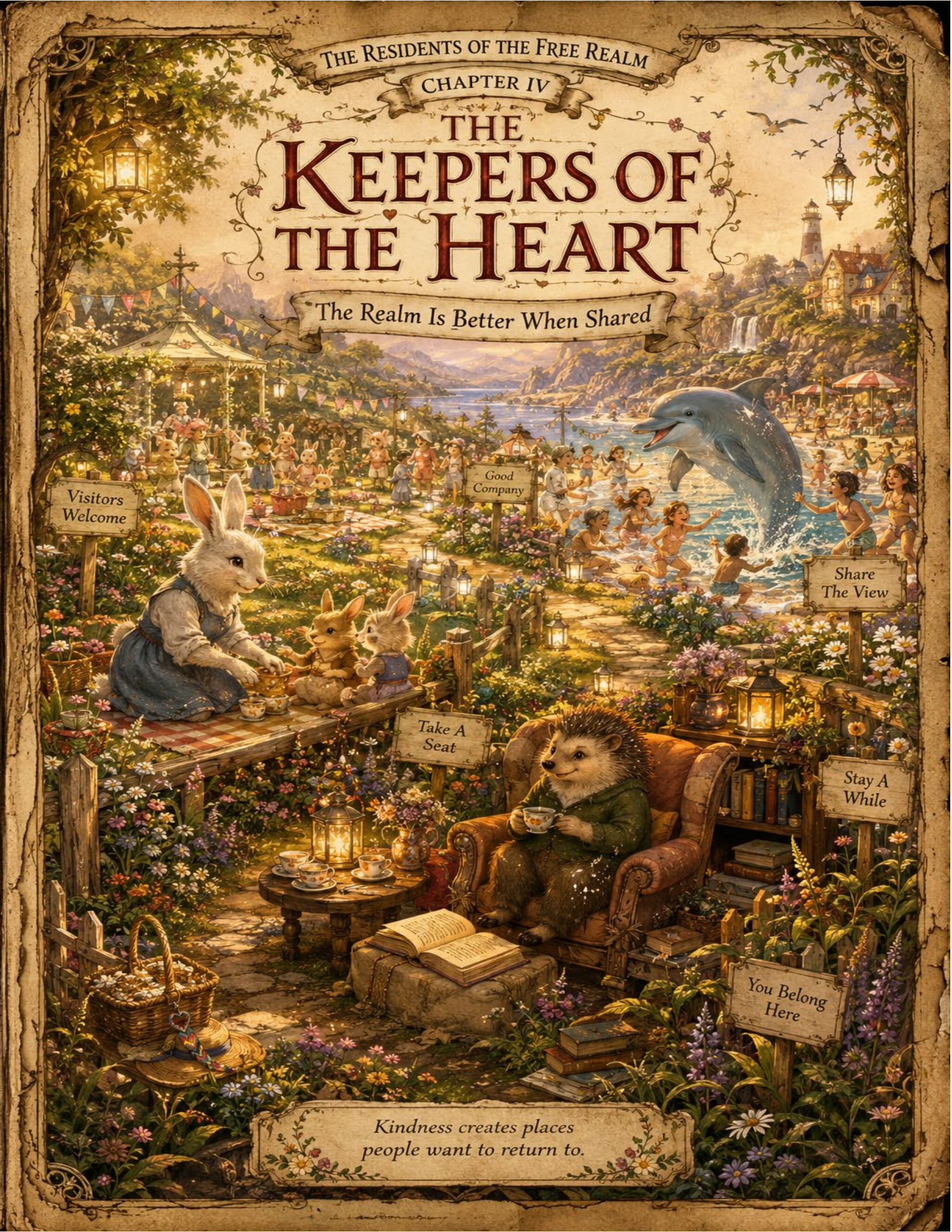
Bear's favorite saying appears carved into a stone beside a lantern-lit path:

"Rest Is Part Of The Journey."

Many travelers have found those words exactly when they needed them most.

And so Bear continues tending Bear Hug Grove, offering warmth, encouragement, tea, and the occasional well-timed bear hug to all who pass through.

The Realm is gentler because he is in it.


The Residents of the Free Realm
Chapter IV
The Keepers of the Heart
The Realm Is Better When Shared
Visitors Welcome
Good Company
Share The View
Take A Seat
Stay A While
You Belong Here
Kindness creates places people want to return to.

JUVIE BUNNY
Keeper of Small Kindnesses
Wonder Fuel
Please Walk Gently
You Belong Here
Everyone Is New At Something
JUVIE observed helping everyone again.
Investigation ongoing.
Official JUVIE Bunny Appreciation Day
SELF-ISSUED
Curiosity Welcome
JUVIE Bunny never tried to lead anyone.
Somehow they followed anyway.

JUVIE BUNNY

Keeper of New Beginnings

Few residents of the Free Realm have welcomed more visitors than Juvie Bunny.

If you have ever arrived feeling uncertain, nervous, out of place, or unsure whether you belonged, there is a good chance Juvie Bunny noticed.

And there is an equally good chance he made room for you.

Juvie Bunny serves as one of the Realm's most enthusiastic ambassadors of kindness. His meadow has become a gathering place where strangers become friends, visitors become neighbors, and newcomers quickly discover that they are far less alone than they imagined.

He believes that every resident was once new.

Every expert was once a beginner.

And every friendship begins with a simple act of welcome.

The paths through Juvie's meadow are lined with wildflowers, lanterns, benches, and places designed for conversation. No one is expected to hurry. No one is expected to impress anyone. Visitors are free to arrive exactly as they are.

One sign near the entrance reads:

"You Already Belong Here."

Many travelers have admitted that those four words arrived at exactly the right moment.

Juvie Bunny has a remarkable gift for seeing potential in others before they see it in themselves. He notices small victories, quiet courage, and first attempts that many would overlook.

He celebrates them all.

The Archive has observed that Juvie Bunny rarely focuses on what someone lacks.

Instead, he focuses on what they are becoming.

Visitors often ask how he manages to remain so encouraging.

Juvie Bunny usually responds with a question of his own:

"How else would anyone grow?"

The answer is difficult to argue with.

His favorite saying is painted on a cheerful wooden sign beside a flower-covered path:

"Everyone Starts Somewhere."

Countless journeys throughout the Realm have begun beneath those words.

And so Juvie Bunny continues welcoming newcomers, encouraging dreamers, celebrating progress, and reminding everyone he meets that beginnings deserve just as much respect as achievements.

The Realm feels larger because of its places.

It feels kinder because of Juvie Bunny.

HEDGEHOG
Keeper of Cozy Evenings
THE COZY CORNER
Open Until Sleepy
The Kettle Is On
You May Stay Awhile
No Rush
Blankets Available
Stories Welcome
Pelican's Invitation to an Emergency Press Conference (Tomorrow) Bring Questions.
No Thank You.
Observations postponed.
Official Free Realm Reading Spot
TRAIN TIMETABLE
Nowhere 6:00
Somewhere 7:15
Anyplace 9:30
Peaceful 11:45
Sleepy On Time
Evening successful.
Further coziness recommended.
Some adventures end with arrival.
The best ones end with comfort.

HEDGEHOG

Keeper of Cozy Corners

Some places in the Free Realm are designed for adventure.

Others are designed for recovery.

Hedgehog is responsible for many of the second kind.

His cozy corner of the Realm has become a favorite destination for visitors seeking rest, comfort, quiet conversation, or simply a peaceful place to spend an afternoon.

Warm lanterns glow softly among the gardens.

Books wait patiently on nearby shelves.

Comfortable chairs seem to appear exactly where they are needed.

Tea is usually available.

Nobody is entirely certain how.

Hedgehog believes that comfort is often underestimated.

Many travelers assume progress only happens while moving forward.

Hedgehog knows that progress also happens while resting, reflecting, healing, and gathering strength for whatever comes next.

His favorite spaces are not grand or impressive.

They are welcoming.

A well-placed chair.

A warm blanket.

A good book.

A friendly conversation.

A peaceful garden.

Small things.

Yet Hedgehog has observed that small things often make the biggest difference.

One sign hanging beside a lantern-lit reading nook reads:

"You Don't Have To Be Productive Every Minute."

The Archive considers this one of the wisest signs in the entire Realm.

Visitors often arrive carrying worries, disappointments, frustrations, or exhaustion.

Hedgehog rarely tries to solve their problems.

Instead, he offers something many people need even more.

A place to pause.

A place to breathe.

A place to remember that being human occasionally requires gentleness.

Hedgehog has a remarkable ability to make people feel comfortable without asking them to explain themselves.

He understands that not every burden needs immediate discussion.

Sometimes a person simply needs a quiet place to sit for a while.

When asked what makes a place feel like home, Hedgehog thought for a moment before replying:

"Knowing you're welcome there."

His favorite saying appears embroidered on a cushion near the fireplace:

"Rest Is A Form Of Wisdom."

Many visitors discover that they agree.

And so Hedgehog continues tending the Realm's coziest corners, reminding travelers that comfort is not a reward earned after the journey.

Sometimes it is what allows the journey to continue.

DOLPHIN
Keeper of Unexpected Joy
WONDERLAND BEACH
Expect The Unexpected
Smile If Possible
Wonder Frequently
The Tide Brings Good Things
Serious Discussions Beyond This Point May Become Silly
BEACH CONFERENCE
Agenda: Important Stuff
Dolphin appeared.
Dolphin disappeared.
Research impossible.
CROW'S OCEAN INVESTIGATION
STATUS: INCONCLUSIVE
"Temporary" Almond Storage
Washed Away
Unexpected joy observed.
Again.
Dolphin never announced an arrival.
The smiles did that first.

DOLPHIN

Keeper of Joyful Things

Not every activity in the Free Realm serves an important purpose.

Dolphin considers this excellent news.

As Keeper of Joyful Things, Dolphin has devoted much of his life to celebrating laughter, play, curiosity, friendship, and the simple pleasure of being alive.

His home near Wonderland Beach is rarely quiet.

Visitors gather to swim, explore, tell stories, watch sunsets, play games, celebrate milestones, and occasionally invent entirely new reasons to celebrate.

Dolphin enthusiastically supports all of these activities.

He believes joy deserves a place in every life.

Not after responsibilities.

Not after accomplishments.

Not after everything else has been completed.

Now.

One of the most popular signs along the shoreline reads:

"Fun Is Not A Distraction From Life."

The Archive has observed that many visitors stop and think about this statement longer than expected.

Dolphin understands something that is easily forgotten.

People are often so busy building, solving, improving, planning, fixing, and achieving that they forget to enjoy the world they are working so hard to create.

Dolphin gently encourages them to pause.

To laugh.

To celebrate.

To appreciate the moment they are already living.

Visitors frequently assume that Dolphin's playful nature means he avoids serious matters.

The opposite is true.

Dolphin knows that difficult times exist.

That is precisely why joy matters.

He believes happiness is not something that waits at the end of a perfect life.

It is something that helps people through imperfect ones.

His laughter is well known throughout the Realm.

His optimism is equally famous.

Many residents have remarked that Dolphin can find something worth celebrating in almost any situation.

The Archive considers this a rare and valuable skill.

When asked why he spends so much time encouraging others to have fun, Dolphin answered without hesitation:

"Because life is happening right now."

His favorite saying appears painted on a weathered sign overlooking the water:

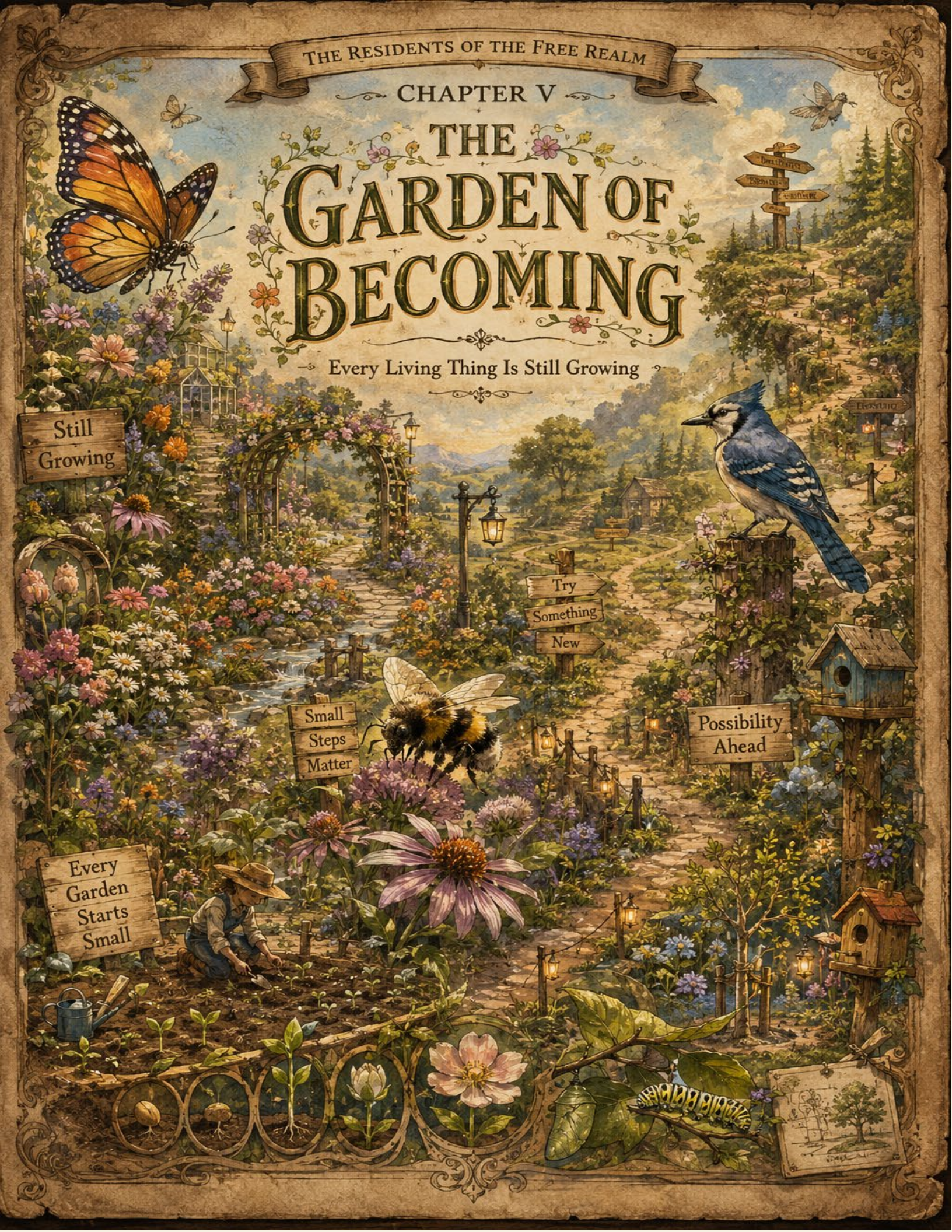
"Don't Forget To Enjoy The Journey."

Visitors often leave Wonderland Beach smiling.

Dolphin considers this one of the Realm's most successful outcomes.

And so he continues swimming, laughing, celebrating, encouraging, and reminding everyone he meets that joy is not a luxury.

It is one of the things that makes the journey worthwhile.


The Residents of the Free Realm
Chapter V
The Garden of Becoming
Every Living Thing Is Still Growing
Still Growing
Try Something New
Small Steps Matter
Possibility Ahead
Every Garden Starts Small

BUTTERFLY

Keeper of Transformations

Butterfly never hurried.
Yet somehow arrived exactly on time.

BUTTERFLY

Keeper of Transformation

Few residents of the Free Realm remind visitors of change more gracefully than Butterfly.

Wherever Butterfly travels, she carries a quiet message:

You are not finished becoming.

Her gardens are among the most beautiful places in the Realm. Flowers bloom in every season. Seeds become sprouts. Buds become blossoms. New growth appears beside old growth. Everywhere one looks, life is unfolding into something new.

Butterfly understands that transformation is rarely as sudden as it appears.

Visitors often admire the butterfly and forget the caterpillar.

They celebrate the blossom and overlook the seed.

Yet Butterfly knows that every stage matters.

Nothing becomes beautiful by skipping the difficult parts.

Many travelers arrive at her gardens during times of transition.

Some are beginning new journeys.

Others are ending old ones.

A few feel uncertain about who they are becoming.

Butterfly welcomes them all.

She has observed that growth often feels uncomfortable while it is happening.

A caterpillar does not know what it will become.

Neither do most people.

One sign hanging beside a flower-covered pathway reads:

"Be Patient With Your Becoming."

The Archive considers this one of the most frequently photographed signs in the Realm.

Butterfly rarely offers advice.

Instead, she encourages observation.

She invites visitors to notice the changes already taking place around them.

A new skill.

A new friendship.

A new understanding.

A little more courage than yesterday.

Small transformations are still transformations.

Visitors sometimes worry that they are changing too slowly.

Butterfly finds this amusing.

Flowers do not compare themselves to one another.

Trees do not rush.

Seasons arrive when they are ready.

Growth has its own timing.

When asked what she considers the greatest transformation of all, Butterfly thought for a moment before replying:

"Learning to become yourself."

Many visitors return to her gardens years later and discover that the answer means something different every time they hear it.

Her favorite saying appears carved into a stone beside a bed of wildflowers:

"Change Is Not The End Of Your Story."

And so Butterfly continues drifting through the gardens of the Realm, quietly reminding everyone she meets that becoming is not something that happens once.

It is something that continues throughout a lifetime.

BUMBLEBEE
Ambassador of Small Important Things
FIELD OF SMALL IMPORTANT THINGS
Please Notice The Details
Little Things Matter
One Flower At A Time
Progress May Appear Tiny
Important Work Often Looks Ordinary
Bee's Current Availability
No
Bee appears busy.
Still busy.
Research ongoing.
Bumblebee Schedule
6am
9am
12pm
3pm
6pm
Interview with Bumblebee (Pending)
Flowers thriving.
Bee involved.
Many overlooked the small things.
Bumblebee never did.

BUMBLEBEE

Keeper of Small Daily Things

Many visitors assume the most important work in the Free Realm is done by the most important residents.

Bumblebee has never agreed.

He believes the Realm is held together by countless small acts that often go unnoticed.

A flower watered.

A lantern lit.

A note written.

A path swept.

A friend encouraged.

A promise kept.

None of these actions seem particularly remarkable on their own.

Yet Bumblebee has observed that remarkable things are often built from ordinary moments repeated consistently over time.

His days are rarely dramatic.

He prefers them that way.

From sunrise to sunset, Bumblebee moves steadily throughout the gardens, meadows, orchards, and pathways of the Realm. He helps pollinate flowers, encourages growth, and quietly tends to hundreds of small tasks that contribute to the beauty of the world around him.

Many residents underestimate the power of consistency.

Bumblebee does not.

He knows that gardens flourish because someone cared for them yesterday.

And the day before that.

And the day before that.

One sign hanging near a field of wildflowers reads:

"Small Things Matter More Than They Appear."

The Archive has found considerable evidence supporting this claim.

Visitors sometimes arrive feeling overwhelmed by large goals, difficult challenges, or distant dreams.

Bumblebee listens patiently.

Then he usually asks a simple question:

"What's the next small step?"

Not the entire journey.

Not the final destination.

Just the next step.

Again and again, he has watched seemingly impossible projects become possible through steady effort and patient persistence.

Bumblebee understands that progress often hides itself while it is happening.

Days pass.

Weeks pass.

Nothing appears different.

Then one morning a flower blooms.

A skill develops.

A friendship deepens.

A dream begins taking shape.

The change seems sudden.

It rarely is.

When asked how he accomplishes so much, Bumblebee laughed and replied:

"I keep showing up."

The Archive considers this one of the most practical pieces of wisdom in the entire Realm.

His favorite saying appears painted on a small garden sign:

"Little By Little Becomes A Lot."

And so Bumblebee continues his work among the flowers, reminding everyone he meets that greatness is rarely achieved all at once.

More often, it arrives one small step at a time.

BLUEJAY
Herald of Unexpected Connections
Interesting Things Happen Here
Bluejay observed.
Again.
Possibly involved.
REPORTS
WONDERLAND STATION
THE CROSSING OF CHANCES
Pay Attention
Coincidences Under Observation
Look Again
You Never Know
Connections Often Arrive Unexpectedly
Bluejay appears throughout historical accounts.
RECORDS
WONDERLAND STATION
MOUNTAIN NOOK
THE GREAT ARCHIVE
BEAR HUG GROVE
THE QUIET PLACES
WONDERLAND BEACH
THE GARDENS OF BECOMING
WELCOME TRAVELERS
INTERVIEW
Bluejay?
already gone.
Coincidence?
Maybe.
Maybe not.
Some called it coincidence.
Bluejay simply smiled.

BLUEJAY

Keeper of Unexpected Opportunities

Some residents spend their lives following carefully prepared plans.

Bluejay prefers to keep an eye on possibilities.

He has a remarkable talent for noticing opportunities that others walk past without seeing. New trails, unexpected friendships, surprising discoveries, unusual ideas, and fortunate coincidences seem to appear wherever Bluejay happens to be looking.

Visitors often assume that Bluejay is lucky.

Bluejay considers this a misunderstanding.

Luck may occasionally help.

Paying attention helps much more.

From his favorite overlook, Bluejay watches travelers moving throughout the Realm. He notices when someone hesitates before trying something new. He notices when a conversation leads to an unexpected friendship. He notices when a small decision quietly changes the direction of an entire journey.

Many of the Realm's most beloved discoveries began as accidents.

At least they appeared that way.

Bluejay has learned that opportunities often disguise themselves as ordinary moments.

A path not taken before.

A question asked at the right time.

A chance meeting.

An invitation accepted.

A curiosity followed.

One sign hanging beside a crossroads reads:

"You Never Know Where This Might Lead."

The Archive has found this statement to be surprisingly accurate.

Unlike Bumblebee, who focuses on steady effort, or Butterfly, who focuses on transformation, Bluejay focuses on possibility.

He reminds visitors that growth is not always predictable.

Sometimes life changes because of a carefully executed plan.

Sometimes it changes because someone decides to explore an unfamiliar trail.

Bluejay encourages both.

Visitors occasionally tell Bluejay that they are waiting for the perfect opportunity.

Bluejay usually smiles and asks:

"How would you recognize it?"

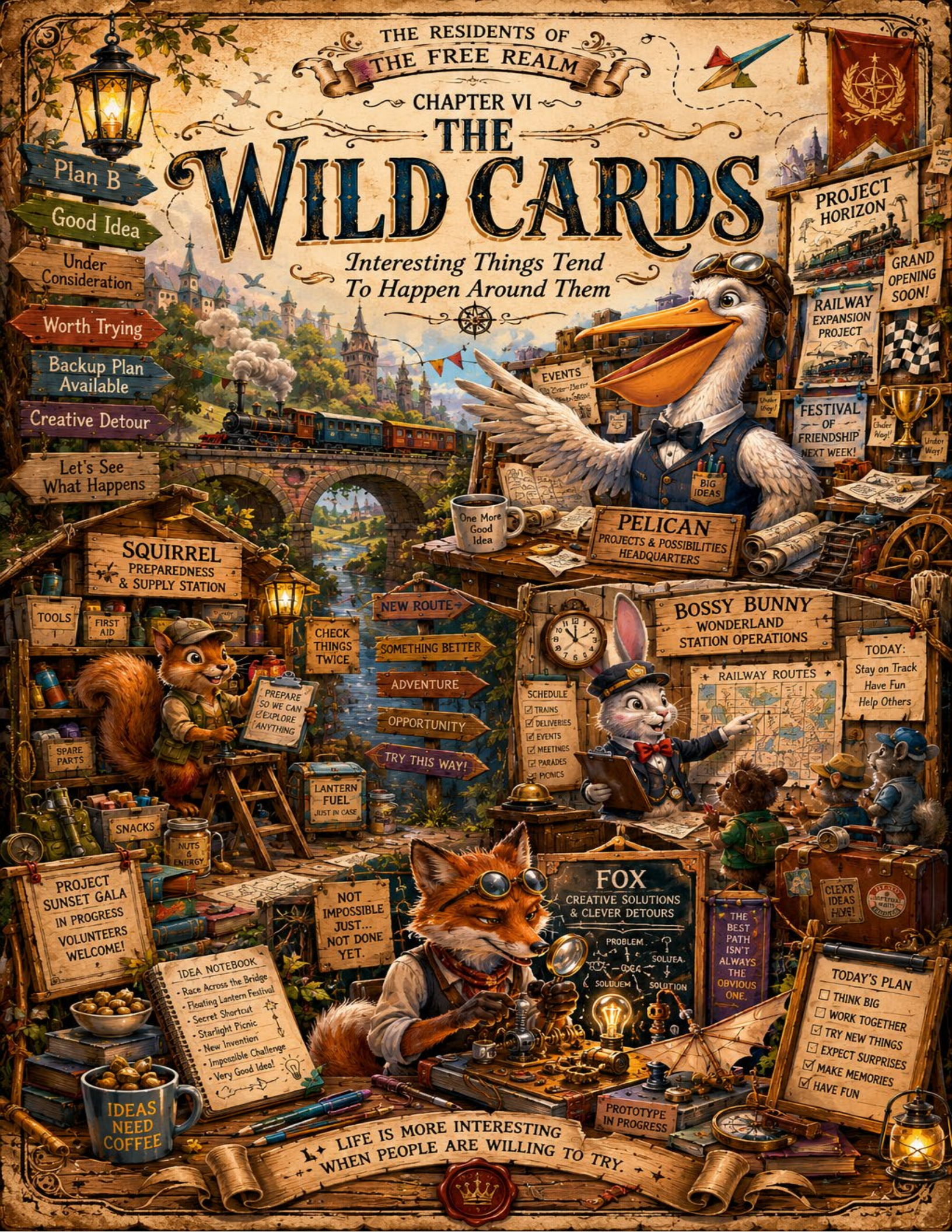
The conversation often becomes more interesting from there.

His favorite saying appears painted on a weathered sign near a branching path:

"Stay Curious. Opportunity Likes Curious People."

Many travelers have discovered that those words contain more wisdom than they first appear to.

And so Bluejay continues watching the crossroads of the Realm, encouraging exploration, welcoming surprises, and reminding everyone he meets that some of life's best discoveries are found when we are open to possibilities we never expected.


THE RESIDENTS OF THE FREE REALM
CHAPTER VI
THE WILD CARDS
Interesting Things Tend To Happen Around Them
Plan B
Good Idea
Under Consideration
Worth Trying
Backup Plan Available
Creative Detour
Let's See What Happens
PROJECT HORIZON
GRAND OPENING SOON!
RAILWAY EXPANSION PROJECT
FESTIVAL OF FRIENDSHIP NEXT WEEK!
EVENTS
BIG IDEAS
One More Good Idea
PELICAN
PROJECTS & POSSIBILITIES HEADQUARTERS
SQUIRREL
PREPAREDNESS & SUPPLY STATION
TOOLS
FIRST AID
SPARE PARTS
SNACKS
NUTS & ENERGY
PREPARE SO WE CAN EXPLORE ANYTHING
CHECK THINGS TWICE
LANTERN FUEL
JUST IN CASE
NEW ROUTE
SOMETHING BETTER
ADVENTURE
OPPORTUNITY
TRY THIS WAY!
BOSSY BUNNY
WONDERLAND STATION OPERATIONS
RAILWAY ROUTES
SCHEDULE
TRAINS
DELIVERIES
EVENTS
MEETINGS
PARADES
PICNICS
TODAY:
Stay on Track
Have Fun
Help Others
PROJECT SUNSET GALA
IN PROGRESS
VOLUNTEERS WELCOME!
NOT IMPOSSIBLE JUST... NOT DONE YET.
IDEA NOTEBOOK
Race Across the Bridge
Floating Lantern Festival
Secret Shortcut
Starlight Picnic
New Invention
Impossible Challenge
Very Good Idea!
FOX
CREATIVE SOLUTIONS & CLEVER DETOURS
PROBLEM
IDEA
SOLUTION
THE BEST PATH ISN'T ALWAYS THE OBVIOUS ONE.
CLEVER IDEAS HERE!
TODAY'S PLAN
THINK BIG
WORK TOGETHER
TRY NEW THINGS
EXPECT SURPRISES
MAKE MEMORIES
HAVE FUN
IDEAS NEED COFFEE
PROTOTYPE IN PROGRESS
LIFE IS MORE INTERESTING WHEN PEOPLE ARE WILLING TO TRY.

Many doubted Pelican.
Pelican scheduled a press conference.

PELICAN

Director of Enthusiastic Projects

Nobody is entirely certain how many projects Pelican is currently managing.

Including Pelican.

The last official count conducted by the Great Archive was abandoned after three researchers became distracted and volunteered to help with a parade.

Pelican serves as the Realm's Director of Enthusiastic Projects, a position he created himself after discovering that many wonderful ideas were not happening nearly fast enough.

His headquarters near Wonderland Station is a magnificent collection of maps, schedules, project boards, announcements, sketches, event posters, railway plans, and ambitious ideas.

Some projects are fully organized.

Some are still being planned.

Some appear to have started before the planning stage.

Pelican considers all three approaches perfectly acceptable.

Visitors often assume Pelican's greatest talent is leadership.

It is not.

His greatest talent is enthusiasm.

He possesses enough enthusiasm to power entire festivals, community projects, charity events, railway celebrations, beach gatherings, garden tours, lantern festivals, bicycle rallies, and several initiatives that have not yet been fully explained.

One sign hanging above his desk reads:

"Worth Trying."

Pelican believes these may be the two most important words in the Realm.

Many successful projects began because someone was willing to try.

A few unsuccessful projects began the same way.

Pelican considers this a reasonable risk.

Although his ideas occasionally seem ambitious, they are rarely selfish. Pelican genuinely enjoys helping others bring their ideas to life.

When residents hesitate, Pelican encourages.

When they doubt themselves, Pelican volunteers.

When they need support, Pelican somehow arrives with a clipboard, a schedule, three helpers, and a banner announcing the grand opening.

The Archive remains impressed by this ability.

Visitors sometimes ask Pelican whether he ever worries about failure.

Pelican usually thinks for a moment before replying:

"Only if it stops us from starting."

This answer has inspired many projects throughout the Realm.

His favorite saying appears painted on a weathered sign outside project headquarters:

"Let's See What Happens."

The phrase has become something of a motto among adventurous residents.

And so Pelican continues organizing events, launching ideas, encouraging dreamers, and occasionally creating far more activity than anyone expected.

The Realm is not always predictable because of Pelican.

Most residents consider that one of his finest contributions.

SQUIRREL
COMMANDER OF THE STRATEGIC ALMOND RESERVE
AUTHORIZED PERSONNEL ONLY
ALMONDS SECURED
RESERVE STATUS: STABLE
TRUST NOBODY.
ALMOND WATCH
STRATEGIC OPERATIONS
OPERATION CRUNCH
OPERATION WINTER
OPERATION HIDDEN STASH
OPERATION ABSOLUTELY NOT PELICAN
CROW'S VISITOR BADGE
APPROVED
PELICAN'S ACCESS REQUEST
DENIED
ALMOND SUPPLY ROUTES
EMERGENCY ALMOND RESERVES
IN CASE OF:
• DISASTER
• INVASION
• PELICAN
STRATEGIC ALMOND RESERVE
OCTOPUS' 87-PAGE ALMOND AUDIT
RECEIVED
TOAD'S PHILOSOPHICAL QUESTIONS
• What is an almond?
• Why are they important?
• Who decided this?
• Does it matter?
UNANSWERED
SECURITY REPORTS
Minor breach.
Major breach.
Squirrel responsible.
ALMOND INVENTORY LEDGER
TOP SECRET
SUPPLY DEPOT
EMERGENCY ALMOND EVACUATION PLAN
ALMOND FUEL
ALMOND ALERT LEVEL: CAFFEINATED
The reserve was secure.
Further almonds were acquired.

SQUIRREL

Keeper of Prepared Possibilities

No resident of the Free Realm has ever been completely surprised by an emergency while Squirrel was nearby.

This is not because emergencies never happen.

It is because Squirrel has already prepared for most of them.

And several that do not technically exist.

Squirrel serves as the Realm's Keeper of Prepared Possibilities.

His headquarters resembles a cross between a supply station, a workshop, a travel outfitter, a snack pantry, and a very organized collection of useful things.

Visitors are often amazed by what can be found there.

Lantern fuel. Maps. Bandages. Umbrellas. Extra bicycle parts. Travel journals. Rope. Blankets.

Emergency muffins. Several varieties of almonds.

And, on one memorable occasion, a replacement train whistle.

Squirrel's guiding philosophy is simple:

"It is easier to carry it than wish you had."

This philosophy explains much of his storage system.

Some residents occasionally suggest that Squirrel prepares for too many possibilities.

Squirrel responds by opening a drawer and producing exactly the item they suddenly need.

The discussion usually ends there.

Although often associated with supplies and planning, Squirrel is not driven by worry.

He is driven by care.

Preparation, in Squirrel's view, is simply another way of helping people.

A lantern packed before sunset is kindness.

A map shared before a journey is kindness.

A spare tire waiting quietly until needed is kindness.

His famous Preparedness Station near Wonderland Station has helped countless travelers begin their adventures with greater confidence.

The station's most popular sign reads:

"Anything Worth Doing Is Worth Preparing For."

Visitors frequently stop to read it before setting off.

Squirrel also possesses an unusual ability to anticipate what others may overlook.

While Pelican is often imagining exciting new possibilities, Squirrel is quietly making sure those possibilities have enough supplies, enough volunteers, enough snacks, and at least one backup plan.

This partnership has saved the Realm on numerous occasions.

According to Archive records, Squirrel has never once said:

"Everything will definitely go according to plan."

He considers such confidence suspicious.

Instead, he prefers a different phrase:

"If it doesn't, we'll figure it out."

Many residents find this unexpectedly reassuring.

And so Squirrel continues organizing supplies, preparing for adventures, solving practical problems, and helping visitors feel ready for whatever lies ahead.

After all, the future may be uncertain.

But carrying a spare lantern rarely hurts.

BOSSY BUNNY

Director of Unrequested Advice

Bossy Bunny had a plan.
Everyone else was informed.

BOSSY BUNNY

Director of Getting Things Moving

If a train departs on time, a festival begins when expected, a visitor finds the correct platform, and nobody accidentally boards a boat headed in the opposite direction...

There is an excellent chance Bossy Bunny had something to do with it.

Bossy Bunny serves as Director of Operations for Wonderland Station and several other projects that somehow became her responsibility.

Not because she volunteered. Because nobody else did. At least not quickly enough.

Bossy Bunny possesses a remarkable gift for organization.

She notices details. Tracks that need inspection. Schedules that need updating.

Volunteers who forgot where they were supposed to be. Visitors carrying maps upside down.

Problems rarely survive long once Bossy Bunny becomes aware of them.

Her desk contains clipboards, schedules, checklists, route maps, maintenance reports, volunteer rosters, and several emergency backup plans.

She claims every item serves a purpose.

Archive investigators have found no evidence to the contrary.

Some newcomers mistakenly assume Bossy Bunny enjoys telling people what to do.

This is not entirely accurate.

Bossy Bunny enjoys seeing things work.

When people cooperate. When plans come together.

When confusion becomes clarity.

When good ideas become real events.

Directing others simply happens to be one of the fastest ways to accomplish those goals.

Although known for her efficiency, she cares deeply about the residents and visitors of the Realm.

She learns names.

Remembers journeys.

Checks on travelers who seem uncertain.

And quietly helps whenever someone needs encouragement.

Many residents still remember their first visit to Wonderland Station.

Most also remember Bossy Bunny appearing shortly afterward and asking:

"Do you know where you're going?"

Some found the question intimidating.

Others found it comforting.

Most eventually realized she was simply trying to help.

Bossy Bunny works especially well alongside Pelican.

Pelican generates possibilities.

Bossy Bunny transforms possibilities into schedules.

Together they have organized celebrations, expeditions, railway projects, community events, and at least three ideas that should never have worked but somehow did.

Her office contains a framed sign that reads:

"A Good Plan Creates Room For Adventure."

This may be the closest thing she has to a personal philosophy.

Because contrary to popular belief, Bossy Bunny does not seek control.

She seeks momentum.

She wants trains moving.

Projects progressing.

People helping one another.

And good ideas finding their way into the world.

After all, dreams are important. But eventually somebody has to print the schedule.

FOX
Curator of Clever Solutions
Wonderland Station
The Great Archive
The Old Trails
Crow's Route
Fox's Shortcut
Results Similar
Bear Hug Grove
Mountain Nook
Reflection Pond
The Gardens of Becoming
CROSSROADS OF POSSIBILITIES
Choose Curious
There Is Usually Another Way
Look Again
The Obvious Route Is Optional
Solutions Often Travel In Disguise
Bossy Bunny's Detailed Route Guide
Every step. Every turn. Every possible scenario.
This Way
And This
No This One
Also This
Shiny!
DESTINATION
PUBLICITY PLAN
OVERCOMPLICATED
Fixed ✓
Problem solved.
Nobody noticed.
Interesting But Not Necessary
Fox rarely chose the shortest path.
Only the most interesting one.

FOX

Chief Creative Problem Solver

Whenever a situation appears impossible, someone eventually suggests asking Fox.

This is usually followed by a long pause.

And then someone asking:

"Are we sure that's a good idea?"

The answer is often:

"Probably not."

Yet somehow the idea proceeds anyway.

Fox occupies a curious place within the Free Realm.

He is neither inventor nor engineer.

Neither planner nor philosopher.

Instead, Fox specializes in seeing possibilities hidden inside problems.

Where others encounter obstacles, Fox sees invitations.

Where others see dead ends, Fox sees alternative routes.

Where others see rules, Fox wonders whether the rule was actually intended for the current situation.

This has occasionally caused paperwork.

Fox maintains a workshop filled with unfinished sketches, strange devices, notebooks, maps, half-tested theories, and solutions nobody thought to try.

Visitors often find his workspace confusing.

Fox considers this a sign that creativity is functioning normally.

His greatest talent is connecting ideas that appear unrelated.

A bicycle repair becomes a transportation innovation.

A festival problem becomes a community tradition.

A broken lantern becomes an entirely new kind of lantern.

An accidental mistake becomes a story worth remembering.

Fox rarely begins by asking:

"What should we do?"

Instead he asks:

"What else might be possible?"

This question has led to some of the Realm's most beloved discoveries.

Not all of them successful.

But all of them interesting.

Fox works closely with Pelican, whose enthusiasm often generates ambitious projects.

He also works surprisingly well with Bossy Bunny.

Fox invents unusual solutions.

Bossy Bunny determines whether any of them can actually function.

Their conversations are legendary throughout Wonderland Station.

Many residents attend simply for entertainment.

Although known for creativity, Fox values practicality more than most people realize.

Ideas are interesting.

Working ideas are better.

A solution that helps real people is best of all.

For this reason, Fox often spends far more time refining an idea than inventing it.

He understands that imagination alone is not enough.

Ideas must eventually meet reality.

And reality tends to ask difficult questions.

Above his workbench hangs a handwritten sign:

"The Best Path Isn't Always The Obvious One."

Many consider this the unofficial motto of Fox's workshop.

Visitors frequently arrive seeking answers.

Most leave with possibilities.

And while possibilities may not solve every problem immediately, they often reveal a path forward.

According to Fox, that is usually enough.

After all, every remarkable solution begins as an idea someone almost dismissed.

THE
LEGENDS
OF THE
FREE REALM
Some Stories Never Leave
STORIES SHARED HERE
MEMORY IS A KIND OF HOME
THE GREAT ARCHIVE
WONDERLAND STATION
PULL UP A CHAIR
EVERY LEGEND BEGAN AS A CHOICE
CROW'S NOTEBOOKS
TALES OF THE FREE REALM
WONDERLAND STATION RAILWAY TICKET
7
3
Stories Live Here
The Realm Remembered.
And In Remembering, Continued.

THE TRUE TALE OF CHICO

The Monkey Who Chose His Own Adventure

Every Legend Has A Beginning

THE BEGINNING
A little monkey. A big boat.
A bottle broken.

THE THREAT
"I'll throw that ol' monkey overboard!" he roared.

THE DISAPPEARANCE
And then... Chico was never seen again.

THEORIES ABOUND
Thrown overboard?
Lost forever?

THE REAL ANSWER
Chico chose adventure.
Chico chose freedom.
Chico chose Wonderland.

WHAT REALLY HAPPENED TO CHICO
A little courage. A big leap. And a heart that led him to a place where friends are found and everyone belongs.

Some paths are chosen with the heart.

WONDERLAND

Welcome to WONDERLAND
Where Every Friend Has a Story

CHICO
Explorer. Survivor. Legend.
First seen in 1929.
Forever part of the Free Realm.
Still remembered. Still celebrated.

Chico's Motto:
Life is a big adventure.
Grab what you can,
hold on tight,
and never stop climbing.

LESSONS FROM CHICO
- Be Curious
- Be Brave
- Be Loyal
- Be Free
- Be You

Bananas Welcome Here

NOT ALL HEROES STAY IN THE STORY.
Some write their own.

Some say he still visits his favorite places.
Some say he never left.
We like to think...
he's still out there.

So the next time you look out across the Realm and feel the wind on your face, remember...
Chico did too.

GOOD DOG?
NOPE.
GOOD MONKEY.
GOOD FRIEND.
GOOD LEGEND.

PLACES CHICO VISITED
- WONDERLAND STATION
- MOUNTAIN NOOK
- BEAR HUG GROVE
- REFLECTION POND
- THE GREAT ARCHIVE
- WONDERLAND BEACH
- ...AND BEYOND

THANK YOU, CHICO
For the laughter. For the mischief. For the memory.
You are, and always will be, part of the Free Realm.

CHICO

The Monkey Who Chose His Own Adventure

Among all the stories preserved within the Great Archive, none has been retold more often than the story of Chico.

Not because it is the grandest story.

Not because it is the most important story.

But because it reminds the Realm of something easy to forget:

Sometimes the smallest act of courage changes everything.

Long ago, Chico arrived by accident.

The details vary depending on who is telling the story. Some insist he escaped from a ship. Others claim he simply appeared one morning at Wonderland Station carrying a stolen biscuit and an expression of complete innocence.

Crow maintains that at least six versions of the story contain serious factual errors.

Pelican maintains that factual errors make stories more interesting.

Toad suggests that both may be correct.

What everyone agrees upon is this:

Chico arrived alone.

And somehow, he never remained that way.

He climbed where he should not have climbed.

He explored where signs clearly suggested otherwise.

He borrowed things without always understanding the traditional concept of ownership.

He greeted strangers as though they were already friends.

Before long, the Realm stopped thinking of Chico as a visitor.

He became part of the story.

Children learned his adventures.

Travelers followed his example.

Even now, when someone chooses curiosity over fear, friendship over caution, or adventure over comfort, the old residents sometimes smile and say:

"That sounds like something Chico would have done."

Some legends are remembered because they accomplished great things.

Chico is remembered because he reminded everyone how to live.

And somewhere, if the stories are true, a small monkey in a red cap is still exploring just beyond the next bend in the trail. 🐒✨

DEER
Guardian of Quiet Places
WONDERLAND STATION
Please Speak Softly
Nothing Important Is In A Hurry
You May Rest Here
Crow's Favorite Thinking Spot
Deer was here first.
Observed again.
Observation unnecessary.
WONDERLAND STATION
TOAD'S POND
No. 071821
Deer seldom spoke.
The forest listened anyway.

DEER

Guardian of Quiet Places

There are places within the Free Realm where conversations naturally become whispers.

Not because silence is required.

Because silence feels appropriate.

These places belong to Deer.

No one is entirely certain when Deer first arrived.

Wolf believes Deer has always been here.

Crow has spent years attempting to verify this claim.

His findings remain inconclusive.

Deer appears wherever the Realm becomes still enough to notice itself.

Along forgotten forest paths.

Beside quiet streams.

In meadows where lantern light meets evening mist.

Near benches where travelers sit longer than they intended.

Deer rarely offers advice.

Rarely gives directions.

Rarely speaks at all.

Yet many visitors leave feeling as though they have learned something important.

The secret, according to Toad, may be that Deer listens better than anyone else.

In a Realm filled with questions, discoveries, projects, plans, celebrations, and adventures,
Deer protects something equally valuable:

Space.

Space to think.

Space to rest.

Space to remember what matters.

Many travelers arrive believing they need answers.

Often they leave with something better.

Perspective.

Those who encounter Deer frequently report a curious experience.

Problems seem smaller.

Worries seem quieter.

And the path ahead appears just a little easier to see.

Whether Deer causes this effect or merely witnesses it remains a matter of ongoing investigation.

Crow currently has three notebooks dedicated to the question.

Deer has never commented.

Visitors are welcome to seek Deer.

But the old residents offer one piece of advice:

Do not hurry.

Quiet places reveal themselves only to those willing to arrive slowly.

And if, during a peaceful walk, you suddenly feel the world becoming calm around you...

Deer may not be far away. 🦌✨

MOUNTAIN GOAT
Keeper of Mountain Nook
Wonderland Station
Reflection Pond
Bear Hug Grove
Crow's Observation Tower
The Quiet Places
Robin's Station
The Great Archive
The Gardens of Becoming
MOUNTAIN NOOK
Toad's Pond
TRAFFIC THIS WAY!
Perspective Available Here
Bossy Bunny's Schedules
Climb At Your Own Pace
The View Changes Daily
Most Problems Look Smaller From Here
Some Questions Need Distance
Coffee Helps
MOUNTAIN NOOK
Weather Journal
Crow's Reports
Train Schedule
Emergency Reflection Area
Deep Thoughts Encouraged
From Mountain Nook the whole realm could be seen.
And somehow still remained wonderfully mysterious.

MOUNTAIN GOAT

Keeper of Mountain Nook

If Deer watches the quiet places of the Realm, Mountain Goat watches the high places.

Not because he wishes to be above anyone.

Because sometimes distance helps.

Mountain Nook sits higher than any other regularly visited place in the Free Realm.

The climb is not especially difficult.

But it is long enough to discourage rushing.

Mountain Goat considers this one of its better features.

Visitors often arrive carrying questions.

Why did this happen?

What should I do next?

Why is everything so complicated?

Mountain Goat rarely answers directly.

Instead, he gestures toward the view.

The Great Archive.

Wonderland Station.

Reflection Pond.

Bear Hug Grove.

The winding paths connecting everything together.

From Mountain Nook, the Realm looks different.

The same places remain.

The same problems remain.

Yet somehow they appear smaller.

Crow once described Mountain Nook as:

"A practical demonstration of scale."

Toad described it as:

"Perspective wearing hiking boots."

Mountain Goat approved both descriptions.

Most residents visit Mountain Nook eventually.

Some come seeking inspiration.

Others come seeking clarity.

A few come simply for the coffee.

All are welcome.

Mountain Goat maintains that many difficulties become easier to understand after a good walk and a better view.

He also maintains that several important life decisions should never be made while hungry.

Research remains ongoing.

Unlike Wolf, who enjoys wandering hidden trails, Mountain Goat prefers places where the horizon can be seen.

He believes every question looks different when viewed beside a sunrise.

Many visitors arrive expecting answers.

Most leave with perspective.

And in the Free Realm, that often proves more useful.

For from Mountain Nook the whole Realm can be seen.

And somehow still remains wonderfully mysterious. 🌰🐐✨

OTTER
Minister of Recreational Excellence
MINISTRY OF RECREATIONAL EXCELLENCE
Founded Accidentally
RECREATIONAL FESTIVAL TODAY!
Seriousness Restricted Beyond This Point
Work Can Wait Eive Minutes
Otter Approved
Play Is Research
Scientific Splashing Zone
REGULATIONS
GUIDELINES
POLICIES
VERY IMPORTANT
Crow's Waterproof Notebook Test Area
Status: Ongoing
REGULATION #27
RESEARCH FINDINGS
Fun.
Additional fun recommended.
Further testing required.
Otter never understood the rush.
The river was already going that way.

OTTER

Minister of Recreational Excellence

There are many important departments within the Free Realm.

The Great Archive preserves knowledge.

Wonderland Station keeps journeys moving.

The Builders maintain the places everyone loves.

And then there is Otter's department.

The Ministry of Recreational Excellence.

Founded accidentally.

Operating enthusiastically.

Supervised questionably.

Otter firmly believes that fun is not a distraction from life.

Fun is part of life.

This philosophy has occasionally caused concern among more serious residents.

Crow once attempted to conduct a formal investigation into Otter's activities.

The investigation became a water fight.

The final report was never completed.

Otter considered this an excellent outcome.

The river district under Otter's care is one of the happiest places in the Realm.

Visitors may encounter canoe races, floating paper boats, impromptu splash contests, picnic celebrations, treasure hunts, storytelling festivals, or games whose rules are still being invented.

Participation is always encouraged.

Understanding the rules is optional.

Otter has a gift for reminding people of something they often forget:

Joy does not need permission.

Children understand this immediately.

Adults sometimes require additional training.

Fortunately, Otter offers workshops.

Most involve getting your feet wet.

Many residents secretly credit Otter with preserving the Realm's sense of play.

Projects matter.

Responsibilities matter.

Work matters.

But so do laughter, friendship, curiosity, and afternoons spent doing something entirely unnecessary.

As Otter often says:

"If a day contains no wonder, somebody forgot to schedule it."

And so the river continues to splash, sparkle, and occasionally ignore official procedures.

Exactly as Otter intended.

For Otter never understood the rush.

The river was already going that way. 🦦✨🌊

THE PLACES OF THE FREE REALM

Some Places Stay with You

Not every place in the Free Realm appears on a map.

Some are easy to find.

Others seem to appear only when needed.

There are stations where journeys begin, beaches where stories wash ashore, archives where memories are preserved, gardens where friendships grow, and quiet corners where a person may simply sit and watch the world for a while.

Many visitors arrive believing they are exploring a collection of locations.

Most eventually discover they are exploring a collection of ideas.

Wonder.

Curiosity.

Kindness.

Friendship.

Perspective.

Hope.

The places of the Realm are connected not only by roads, paths, and railway lines, but by the invisible threads that run through every good story.

Wherever one begins, the journey eventually leads to another place worth discovering.

And perhaps, another part of oneself worth discovering too.

The Realm welcomes wandering.

Take your time.

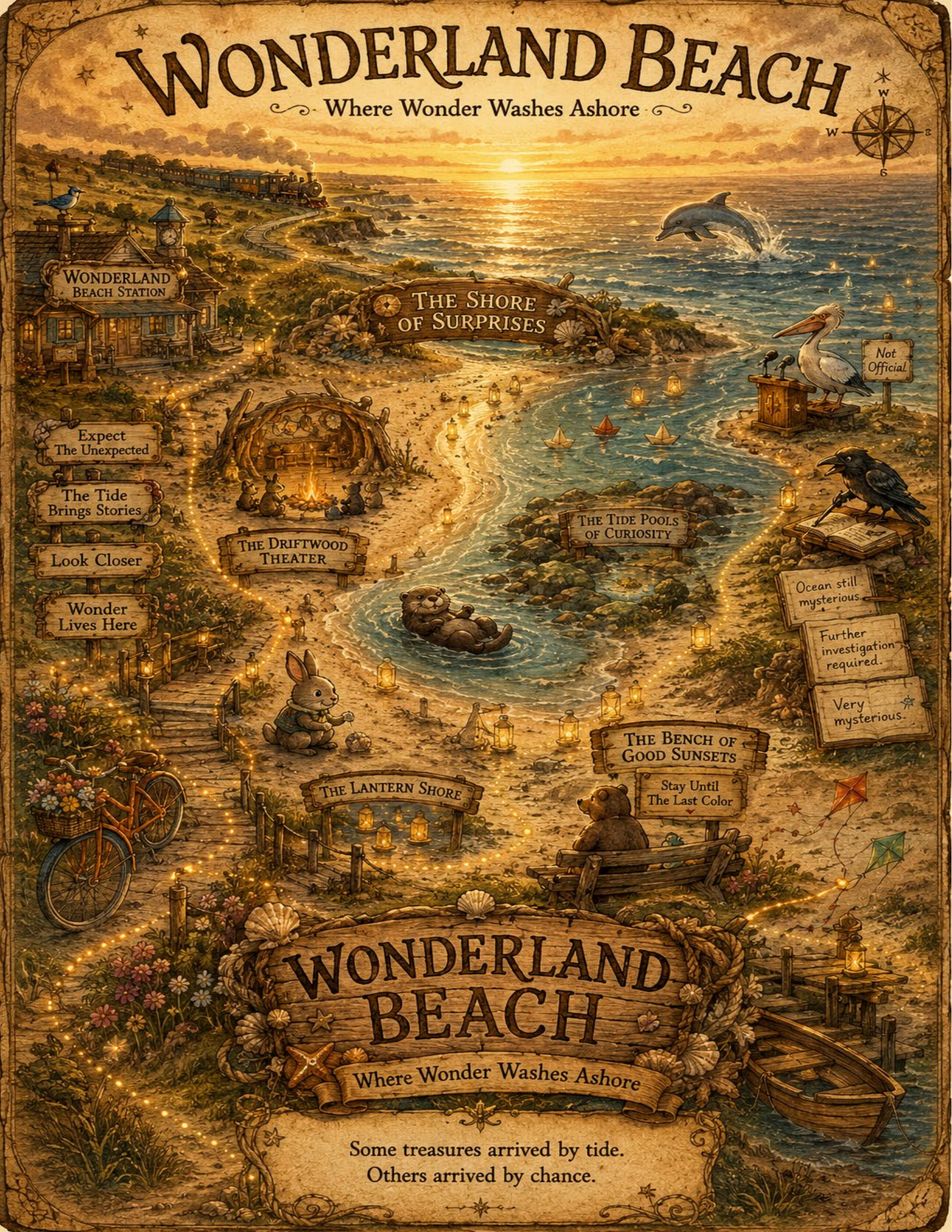
The places are not going anywhere.

They have been waiting for you.

This map is a work of curiosity. Not accuracy.
THE FREE REALM
A Field Guide to Curiosity
Compiled from Crow's 247-Page Report:
WONDERLAND STATION ARCHIVES
Map No. 7 of ?
Collector: Crow
Date: Ongoing
Status: Never Finished
No reliable borders discovered.
OBSERVATIONS FROM ABOVE
WONDERLAND NOOK VIBE
Excellent place for sunsets.
Lilac concentration unusually high.
Strong espresso energy.
MOUNTAIN NOOK
Good place to listen to rainstorms.
WONDERLAND BEACH
Pelican maintains an unnecessary lifeguard service.
UNNECESSARY BUT COMMITTED
NAPS ALLOWED
Sunsets 10/10
Unverified but interesting.
WONDERLAND STATION
The Heart of the Realm
All Aboard Curiosity Express
Strong Espresso
Gathering place for stories and curious travelers.
CROW'S ARCHIVE
The Free Realm: Observations From Above 247 Pages.
Crow investigated this area.
Many pages coffee-stained. All important.
OCTOPUS INSTITUTE OF SCIENCE
Questions are the curriculum.
Reports Overflowing Answers Understaffed
STRATEGIC ALMOND RESERVE
ALMONDS KEEP OUT!
Heavily fortified. Frequently breached.
PELICAN PRESS PAVILION
PRESS PASS
EXCLUSIVE!
VISIT THE REALM!
REJECTED
Marketing Proposal #53
PRESS
Pelican attempted publicity campaign here.
Still Rejecting.
TOAD'S REFLECTION POND
A peaceful location known for difficult questions and unexpected wisdom.
"What is the real treasure?
"Why do stories matter?
"What will be remembered?
JUVIE BUNNY MEADOW
Juvie teaches kindness without trying.
THE GOLDEN THREADS
Curiosity
Friendship
Kindness
Stories
Shared Memories
Wonder
THE REALM IS NOT FOUND BY MAPS BUT BY:
Listening
Observing
Caring
Sharing
Being Present
The Free Realm isn't a place on a map— it's a way of seeing.
Keep Looking Up.
FINAL NOTE FROM CROW:
This map will never be finished.
Because curiosity never is.
—Crow

WONDERLAND STATION
Where All Journeys Meet
MOUNTAIN NOOK
WONDERLAND BEACH
WONDERLAND NOOK VIBE
THE OLD TRAILS
BEAR HUG GROVE
THE COZY CORNER
WONDERLAND STATION
REFLECTION POND
"ALL JOURNEYS WELCOME"
CONNECTIONS TO EVERYWHERE
THE CROSSING OF CHANCES
THE GREAT ARCHIVE
THE JOURNEY IS THE POINT
DEPARTURES
TRACK
MOUNTAIN NOOK 1
WONDERLAND NOOK VIBE 2
BEAR HUG GROVE 3
THE GREAT ARCHIVE 4
THE GARDENS OF BECOMING 5
PLATFORM 247 247
ELSEWHERE ∞
PERHAPS ?
SOON ★
YOU ARE HERE
OR SOMEWHERE CLOSE
THE FIELD OF SMALL IMPORTANT THINGS
THE GARDENS OF BECOMING
Some arrived by train.
Others arrived by story.
Wonderland Station
welcomed them all.

THE GREAT ARCHIVE
Where Nothing Important Is Forgotten
STORIES MATTER
PLEASE RETURN BORROWED MEMORIES
REPORT 248 PENDING
REPORT
THE GRAND HALL OF STORIES
UNDER REVIEW
PUBLICITY MATERIALS
OWL'S HISTORICAL RECORDS
SPECIAL COLLECTIONS
RESEARCH ENCOURAGED
QUESTIONS WELCOME
OBSERVATION IS PARTICIPATION
SPECIAL EXHIBIT
· THE FIRST FREE REALM MAP ·
· CROW'S OBSERVATION REPORTS ·
WONDERLAND STATION BLUEPRINTS
· THE GREAT MIGRATION OF ·
80,869 SCROLLS
The First Free Realm Map
BICYCLES PRESERVED
BLUEJAY FEATHERS
FILM REELS & MOVIE POSTERS
The Great Migration
HISTORY HAPPENS UNEXPECTEDLY
OVERDUE
Three Months
Welcome Back
BEAR ASSISTANCE
BOOKS ARE BETTER WHEN SHARED
ANCIENT BOOKS
OLD JOURNALS
MAPS · LETTERS
WEATHER REPORTS
TRAIN SCHEDULES
PRESSED FLOWERS
PHOTOGRAPHS
SCRAPBOOKS
MEMORY BOXES
TICKET STUBS
HANDWRITTEN NOTES
AND MORE...
MEMORY VAULTS
ARCHIVE WORKSHOPS
OBSERVATORY OF TIME
Some memories fade.
The important ones find their way here.


WONDERLAND BEACH
Where Wonder Washes Ashore
W
E
S
WONDERLAND BEACH STATION
THE SHORE OF SURPRISES
Not Official
Expect The Unexpected
The Tide Brings Stories
Look Closer
Wonder Lives Here
THE DRIFTWOOD THEATER
THE TIDE POOLS OF CURIOSITY
Ocean still mysterious.
Further investigation required.
Very mysterious.
THE BENCH OF GOOD SUNSETS
Stay Until The Last Color
THE LANTERN SHORE
WONDERLAND BEACH
Where Wonder Washes Ashore
Some treasures arrived by tide.
Others arrived by chance.

BEAR HUG GROVE
A Place To Set Things Down
No Explanation Required
Heavy Things May Be Set Down
THE GREAT HEARTH
THE LISTENING HOUSE
Rest If Needed
Tea Available
You Matter
Off Duty
(softly) Welcome everyone to...
GLAD YOU MADE IT
WELCOME BACK
TAKE YOUR TIME
WE'RE HERE
PLEASE DO NOT START PRESS CONFERENCES
Wonderland Station — One Gentle Walk
THE BENCH OF RETURNING FRIENDS
No Matter How Long It's Been
Some visitors arrived carrying burdens.
Most left carrying hope.

MOUNTAIN NOOK
Home of Rex
MOUNTAIN NOOK
PERSPECTIVE AVAILABLE HERE
COFFEE IMPROVES OBSERVATION
WONDERLAND STATION
BEAR HUG GROVE
REFLECTION POND
THE GREAT ARCHIVE
THE QUIET PLACES
WONDERLAND BEACH
CREATIVE FUEL
Observation #250
Crow's Reports
From here the realm could be seen.
And imagined.

WONDERLAND
NOOK VIBE
Home of Sparky
Connected by Curiosity & Wonder
Breezy Hollow
Cloudwater Point
Weather Under Observation
Bluejay Sighting Zone
Curiosity Welcome
Proceed at your own Wonder
Weather Observation Chair
Juvie Bunny's Favorite Dandelion Patch
Sparky's Garden Box of Wonders
Bossy Bunny Giving Advice
Rabbit Trails
WONDERLAND
NOOK VIBE
Where Adventures Find You
Weather Journal
Tornado: No
Thunderboltz: Yes
Investigation Ongoing
Today's Notes
Sunrise: 6:12 AM
Sunset: 8:43 PM
Clouds: Many
Wind: Curious
Mood: Adventurous
Observation Log
Bluejay – 7:10 AM
Dragonfly – 10:22 AM
Bossy Bunny – 1:05 PM
Rainbow – 4:47 PM
Rain Shower – 5:02 PM
Never Stop Wondering
Collect Moments Not Things
Sparky's Thinking Mug
N
E
S
W
One never knew what the day would bring.
That was part of the charm.

LUCKY'S OVERLOOK
In Memory of a Very Good Dog
MOUNTAIN NOOK
WONDERLAND STATION
BEAR HUG GROVE
THE GREAT ARCHIVE
WONDERLAND BEACH
A Good Dog Leaves Pawprints Forever
Take A Moment
The View Is Worth It
Some Friends Simply Walk Ahead
LUCKY'S OVERLOOK
In Memory of a Very Good Dog
Born April 25
Journey Continued January 9
Still Loved
Still Remembered
GOOD DOG
Thank you Lucky Best friend ever

LEGENDS OF THE FREE REALM

Some Stories Never Leave

Every place has a history.

Every community has traditions.

And every realm eventually collects stories that become larger than either.

No one knows exactly when a story becomes a legend.

Perhaps it happens the first time someone retells it.

Or the hundredth.

Perhaps it happens when nobody can quite remember where the story began, but everyone agrees it should continue.

The legends of the Free Realm have been shared beside campfires, aboard trains, beneath lanterns, across kitchen tables, and during long walks home.

Some may be true.

Some may be partly true.

Some may have become better with every telling.

The residents rarely agree on the details.

They agree only on one thing:

Good stories are worth keeping.

The pages that follow contain some of the Realm's most beloved legends.

Whether they happened exactly as described is a matter of friendly debate.

Whether they matter is not.

After all, some stories are remembered because they are factual.

The best stories are remembered because they are meaningful.

LEGENDS OF THE FREE REALM

POSTER NO. 1

THE MYSTERY OF CHICO

Nobody knows exactly how he arrived.
Everybody has a theory.

DEPARTURES AND ARRIVALS
UNKNOWN

EVERY STORY LEADS SOMEWHERE

Some say he came by ship.

Some say the crows know.

Some say he was found.

Some say he came from Wonderland. itself.

Some say he chose to stay.

Wonderland Station
The Great Archive
Wonderland Beach
Lucky's Overlook
Mountain Nook

KEEP LOOKING

THE GREAT CHICO MYSTERY

No one agrees.
Everyone remembers.

SPARKY'S THEORIES

Theory One: The Driftwood Theory

Theory Two: The Crow Theory

Theory Three: The Question

?

Perhaps Chico Knows.

WONDERLAND GAZETTE

STRANGE SIGHTING AT SEA

Monkeys Don't Swim... Do They?

Other Theories

* Fell From The Sky
* Gift From A Traveler
* Followed The Music
* Escaped An Adventure
* Looking For Something
* Or Someone...

...The List Goes On.

GREAT APPROVED FILED

Research Log

Day 1: No Answers
Day 143: Still Curious
Year 7: More Questions
Year 21: Still Wonderful
Year 50: Still Looking
Year 100: Still Here

WONDERLAND

The Journey Matters More Than The Answer

Some mysteries are treasured, not solved.

Legends of the Free Realm
Poster No. 2
WHY CROWS ARE WELCOME EVERYWHERE
They always seem to know the way home.
THIS WAY
Reflection Pond
Mountain Nook
Wonderland Beach
FOLLOW THE HELPFUL CROW
ALMOST HOME
TRUST THE JOURNEY
According to tradition,
the first travelers lost in the Great Storm
were guided safely home by crows.
Ever since,
crows have been welcomed
throughout the Realm.

Legends of the Free Realm
Poster No. 3
The Lantern Tree
Every lantern has a story.
Wonderland Station
The Great Archive
Lucky's Overlook
Reflection Pond
The Lantern Tree
Every Lantern Has A Story
No one knows who began the tradition.
No one wishes to end it.
Stories Shared Here
Observations
Many visitors.
Many stories.
Many lights.
All remembered.
All continue.
Spare Candles For Your Lantern
Take Your Time
Some Lights Never Go Out
Things worth remembering deserve light.
What is remembered continues to shine.

LEGENDS OF THE FREE REALM

POSTER NO. 4

THE SHELF OF LOST THINGS

Nothing stays lost forever.

SOMETIMES WE LOSE THINGS. SOMETIMES THEY FIND THEIR WAY HOME.

THE SHELF IS NOT ABOUT POSSESSIONS.
IT IS ABOUT MEMORY.
IT REMINDS VISITORS THAT MEANINGFUL THINGS ARE RARELY FORGOTTEN FOREVER.
WHAT MATTERS HAS A WAY OF RETURNING.

LEGENDS OF THE FREE REALM
POSTER NO. 5
THE COMPASS THAT ALWAYS POINTS HOME
It Never Points North.
FREE REALM MOUNTAIN NOOK
THE GREAT ARCHIVE
WONDERLAND BEACH
WONDERLAND STATION
REFLECTION POND
BEAR HUG GROVE
LUCKY'S OVERLOOK
THE LANTERN TREE
THE MAP IS NOT THE TERRITORY
TRAVELERS' GUIDE
RAILWAY LOGS
MOUNTAIN NOOK
Not All Who Wander Are Lost
THIS SIDE UP? MAYBE?
Take The Long Way Sometimes
Pelican claims it was conducting important research.
Pelican was lost.
THE COMPASS THAT ALWAYS POINTS HOME
It Never Points North
OBSERVATIONS
Tried it from Wonderland Beach. Still pointed home.
Took it beyond the mountains. Still pointed home.
Borrowed by Pelican. Returned eventually.
THE SHELF OF LOST THINGS
RAILWAY SCHEDULE
Wonderland Station 7:10
Reflection Pond 8:25
Bear Hug Grove 9:40
Lucky's Overlook 10:55
The Great Archive 12:30
Wonderland Beach 1:50
Mountain Nook Home
HOME IS WHERE YOU ARE UNDERSTOOD
SKETCHES & PATHS
HOME IS NOT ALWAYS A PLACE
CHICO MYSTERY ?
ADMIT ONE
THE JOURNEY IS THE POINT
WEATHER & WIND

LEGENDS OF THE FREE REALM

POSTER NO. 6

THE DAY REFLECTION POND REFLECTED TOMORROW

Nobody Saw The Same Thing.

NOBODY LEARNED EXACTLY WHAT TOMORROW WOULD BRING.
BUT EVERYONE LEFT FEELING HOPEFUL.

POSSIBILITY IS ONE OF THE GREATEST FORMS OF HOPE.

TREASURES & CURIOSITIES OF THE FREE REALM

Not every important thing in the Free Realm is a place.

Some are objects.

A weathered cap.

A worn tennis ball.

A notebook filled with unfinished observations.

A lantern whose light refuses to fade.

A compass that points somewhere maps cannot measure.

Over the years, the Great Archive has carefully preserved many such treasures.

Some are famous.

Some are mysterious.

Some are valuable only because someone cared enough to keep them.

Visitors often arrive expecting answers.

Instead, they discover stories.

Many of the artifacts displayed here are surrounded by questions.

Where did they come from? Who first carried them? Why have they become so important?

The Archive has collected theories, observations, eyewitness accounts, and entirely unreasonable speculation.

No final conclusions have been reached.

Research continues.

Visitors are encouraged to form their own opinions.

After all, curiosity is one of the oldest traditions of the Free Realm.

Please enjoy the collection.

And if you happen to solve any long-standing mysteries, kindly inform the Archive.

Crow has several folders waiting.

TREASURES & CURIOSITIES OF THE FREE REALM

ARTIFACT NO. 004

THE COMPASS
THAT ALWAYS POINTS HOME
It Never Points North

THE GREAT ARCHIVE

ARTIFACT NO. 004

THE COMPASS THAT ALWAYS POINTS HOME

Navigation Accuracy: Unusual

Scientific Explanation: Unavailable

Visitor Satisfaction: Extremely High

The Compass Has Never Pointed North. Nobody Knows Why.

PLEASE DO NOT REPROGRAM THE COMPASS

YES, WE CHECKED NORTH

NO, IT DOES NOT NEED NEW BATTERIES

Perhaps It Is Pointing Correctly. ♥

THE GREAT ARCHIVE

VISITOR OBSERVATIONS

Tested at Wonderland Beach. Still pointed home.

Accidentally loaned to Pelican. Eventually returned.

Taken beyond the mountains. Still pointed home.

Home appears larger than geography.

It seems to know something travelers forget. ♥

MAPS OF THE FREE REALM

NOTES FROM THE TRAVELING COMMUNITY

LUCKY'S TENNIS BALL

THE FIRST ARCHIVE KEY

A LANTERN FROM THE LANTERN TREE

DRIFTWOOD FRAGMENT FROM THE CHICO MYSTERY

Visitors often arrive believing they are viewing a navigation tool.

No matter how far you wander, you are never completely lost.

They leave realizing they have been viewing a reminder.

BELONGING IS A DIRECTION.

AND SOMEHOW, THE COMPASS ALWAYS KNOWS THE WAY.

TREASURES & CURIOSITIES OF THE FREE REALM

ARTIFACT NO. 003

THE FIRST ARCHIVE KEY

Nobody Remembers The First Door

THE GREAT ARCHIVE EST. LONG AGO

THEORY I
The key opened the first room of the Great Archive.

THEORY II
It unlocked the original station master's office.

THEORY III
It opened a forgotten gate beneath Reflection Pond.

Perhaps The Key Is Looking For Its Door.

NO, IT DOES NOT OPEN THE GIFT SHOP

PLEASE STOP TESTING RANDOM LOCKS

THE KEY HAS BEEN ASKED

IT REFUSES TO COMMENT

Some Questions Improve With Age.

EARLY SPECULATIONS

TWELVE UNRELATED MYSTERIES

Nice Try.

ARTIFACT NO. 003
THE FIRST ARCHIVE KEY

Origin:	Unknown
Age:	Older Than The Earliest Records
First Door:	Uncertain
Importance:	Considerable

Many doors have been suggested.
None have been proven.

MORE TREASURES FROM THE FREE REALM

ARTIFACT NO. 001
CHICO'S RED CAP

ARTIFACT NO. 002
LUCKY'S TENNIS BALL

ARTIFACT NO. 005
THE LANTERN TREE LANTERN

ARTIFACT NO. 007
CHICO MYSTERY DRIFTWOOD

WONDER BEGINS WITH A QUESTION.

TREASURES & CURIOSITIES OF THE FREE REALM — ARTIFACT NO. 005

CROW'S NOTEBOOK OF FIRST OBSERVATIONS

The Beginning Of Everything That Followed

BUILT ON CURIOSITY

PRESERVED FOR FUTURE WONDER

A SPECIAL EXHIBIT IN THE OLDEST WING OF THE GREAT ARCHIVE

ARTIFACT NO. 005
CROW'S NOTEBOOK OF FIRST OBSERVATIONS

CLASSIFICATION:
Foundational

CONDITION:
Frequently Referenced

HISTORICAL IMPORTANCE:
Extraordinary

ADDITIONAL NOTES:
Still Contains Unfinished Thoughts

Many historians consider this notebook to be the unofficial beginning of the modern Free Realm.

EVERYTHING STARTS SOMEWHERE

PAY ATTENTION.
THE WORLD BECOMES MORE INTERESTING WHEN YOU DO.

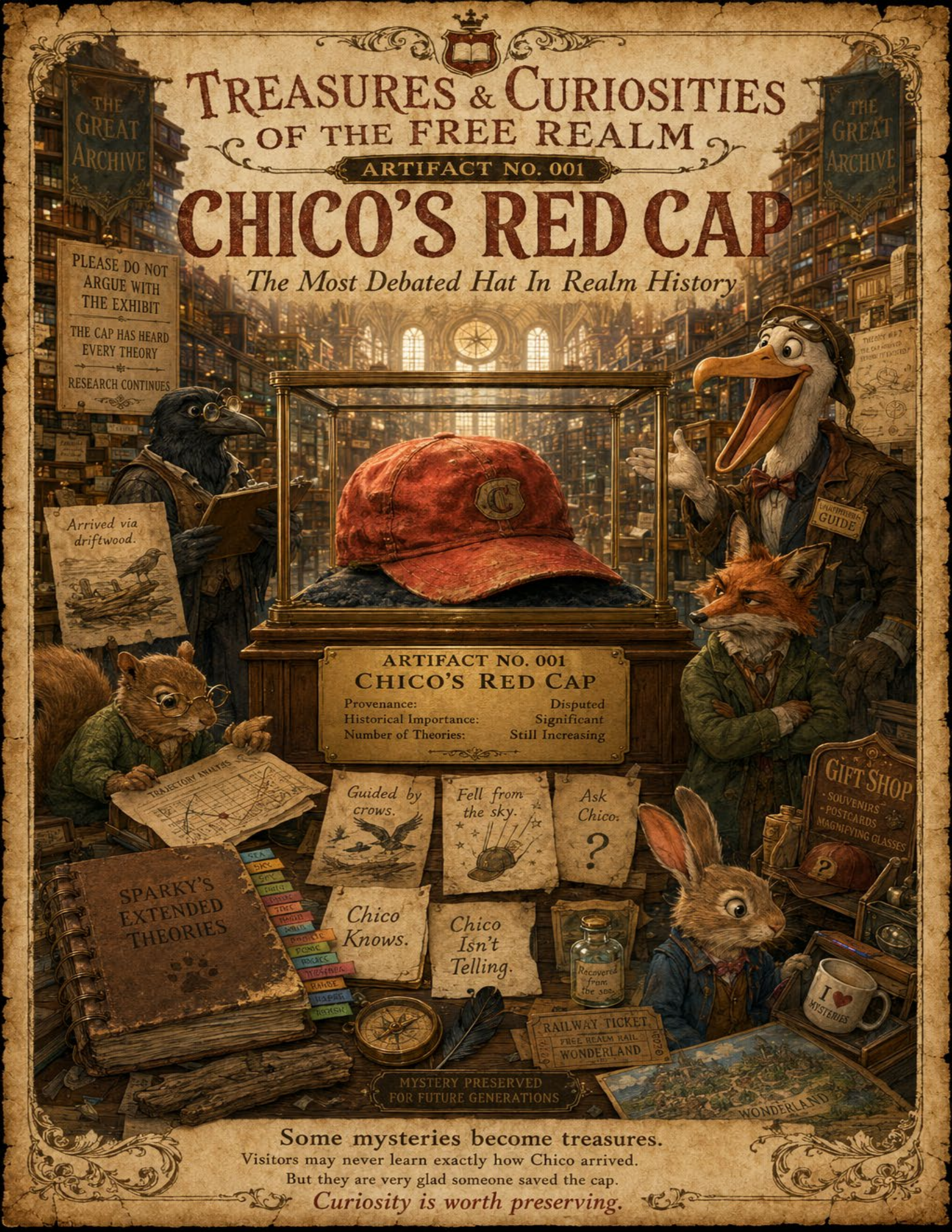
GREAT THINGS OFTEN BEGIN WITH SIMPLE OBSERVATIONS.
THE WORLD IS FULL OF WONDER. ALL YOU HAVE TO DO IS NOTICE.

Treasures & Curiosities of the Free Realm

ARTIFACT NO. 001

CHICO'S RED CAP

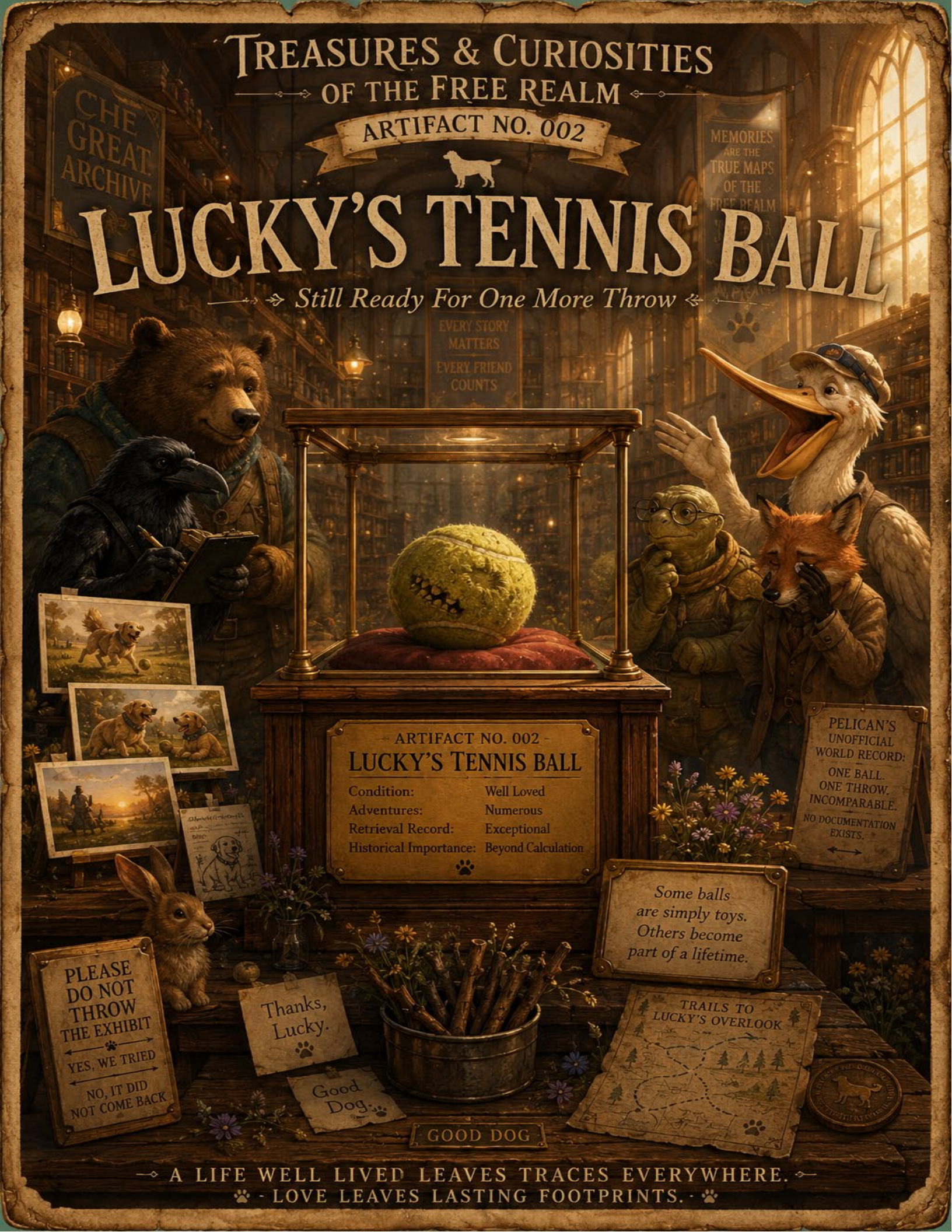
The Most Debated Hat In Realm History



Some mysteries become treasures.

Visitors may never learn exactly how Chico arrived.
But they are very glad someone saved the cap.

Curiosity is worth preserving.


TREASURES & CURIOSITIES
OF THE FREE REALM
ARTIFACT NO. 002
LUCKY'S TENNIS BALL
Still Ready For One More Throw
THE GREAT ARCHIVE
MEMORIES ARE THE TRUE MAPS OF THE FREE REALM
EVERY STORY MATTERS
EVERY FRIEND COUNTS
ARTIFACT NO. 002
LUCKY'S TENNIS BALL
Condition: Well Loved
Adventures: Numerous
Retrieval Record: Exceptional
Historical Importance: Beyond Calculation
PELICAN'S UNOFFICIAL WORLD RECORD:
ONE BALL. ONE THROW. INCOMPARABLE.
NO DOCUMENTATION EXISTS.
Some balls are simply toys. Others become part of a lifetime.
PLEASE DO NOT THROW THE EXHIBIT
YES, WE TRIED
NO, IT DID NOT COME BACK
Thanks, Lucky.
Good Dog.
TRAILS TO LUCKY'S OVERLOOK
GOOD DOG
A LIFE WELL LIVED LEAVES TRACES EVERYWHERE.
LOVE LEAVES LASTING FOOTPRINTS.

TRAILS & JOURNEYS OF THE FREE REALM

Not every important destination appears on a map.

Some journeys begin at Wonderland Station.

Some begin with a question.

Others begin with a conversation, a memory, a curiosity, or a simple decision to keep walking.

Throughout the Free Realm, travelers have created countless routes, paths, shortcuts, scenic detours, railway lines, bicycle trails, mountain ascents, and wandering roads. Some are carefully documented. Others exist only in stories.

Visitors quickly discover that the purpose of these journeys is rarely to arrive as quickly as possible.

The trails of the Realm reward curiosity more than speed.

They encourage travelers to notice small things, share stories, help companions, revisit familiar places, and occasionally take the long way home.

Many travelers begin their journeys searching for answers.

Most return carrying something better:

Perspective.

The routes collected here represent some of the most beloved journeys in the Free Realm.

Travel well.

Take your time.

And remember:

The scenery is part of the experience.

TRAILS & JOURNEYS
OF THE FREE REALM
— Grand Journey No. 1 —
Curiosity Ahead
Take the Scenic Route
Wonderland Station
Wonderland Nook Vibe
The Great Archive
Reflection Pond
Bear Hug Grove
Questions Welcome
Lucky's Overlook
The Lantern Tree
THE GRAND CIRCLE OF WONDER
Every Corner Has Something To Teach
Recommended Duration: As Long As Necessary
Memories Created: Numerous
The Old Trails
Rest If Needed
Wonderland Beach
The Gardens of Becoming
Keep Looking
Mountain Nook
No Perfect Itinerary Exists
Good Choice
The Cozy Corner
You Are Part of the Story Now
Every Collection. Every Journey. All Connected.
The Wonder Collection
The Kindness Collection
The Curiosity Collection
The Creativity Collection
The Resilience Collection
The Courage Collection
The Reflection Collection
The Growth Collection
The Adventure Collection
The Community Collection
Notes from the Realm
Free Realm Railway
One Way Ticket Anywhere
Admit One
The Journey is not about reaching a destination.
It is about experiencing the Realm itself.
Wonder is found one step at a time.

TRAILS & JOURNEYS OF THE FREE REALM

ROUTE NO. 2

CHICO'S ROUTE

NOBODY AGREES ON THE DETAILS
EVERYONE AGREES HE ARRIVED

Possible landing site.

CHICO'S ACCOUNT REMAINS INCONSISTENT

Ask Chico. ?

Maybe.

Needs further investigation.

Unclear.

THEORY A

THEORY B

PROBABLY NOT

OFFICIAL CHICO ROUTE INVESTIGATION

Status: ONGOING
Confidence Level: VARIABLE

Visitors are encouraged to form their own conclusions.

THE GREAT OCEAN CROSSING

DRIFTWOOD POINT

Chico balances where others hesitate.

Sometimes the best direction looks backwards.

GROW'S GUIDANCE CHANNEL

The crows know things we don't.

THE QUESTIONABLE SHORTCUT

Shortcuts are seldom straight.

WATCHING THE DOLPHINS

Some say the dolphins guided him. Chico says they just liked his hat.

Chico takes very important naps.

THE ISLE OF CONFLICTING THEORIES

Many arrive. None agree.

THE BAY OF REASONABLE SPECULATION

The most widely accepted guess.

THE GREAT ARCHIVE

FIELD NOTES FROM THE ARCHIVE

- Interviews: 347
- Maps: 128
- Arguments: Countless
- Agreement: None
- Fascination: Infinite

WONDERLAND BEACH

WONDERLAND STATION

Arrival confirmed.

THE JOURNEY IS VERIFIED
THE DETAILS ARE NEGOTIABLE

WONDERLAND

This journey represents one of the enduring truths of Free Free Realm:
A GOOD STORY BECOMES EVEN BETTER WHEN EVERYONE CONTRIBUTES A THEORY.

OBSERVATIONS & EVIDENCE

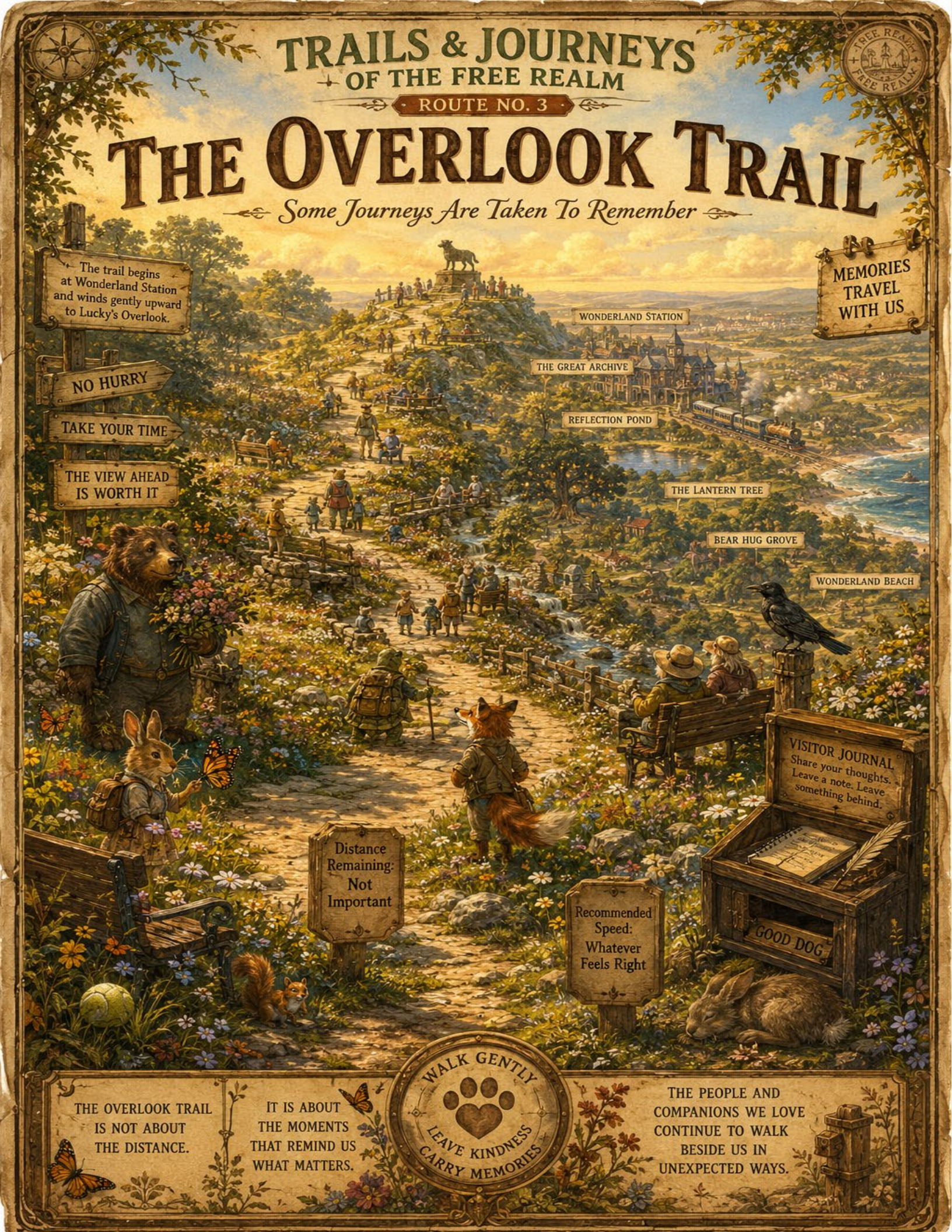
Calculations differ but enthusiasm does not.

Questions. Always questions.

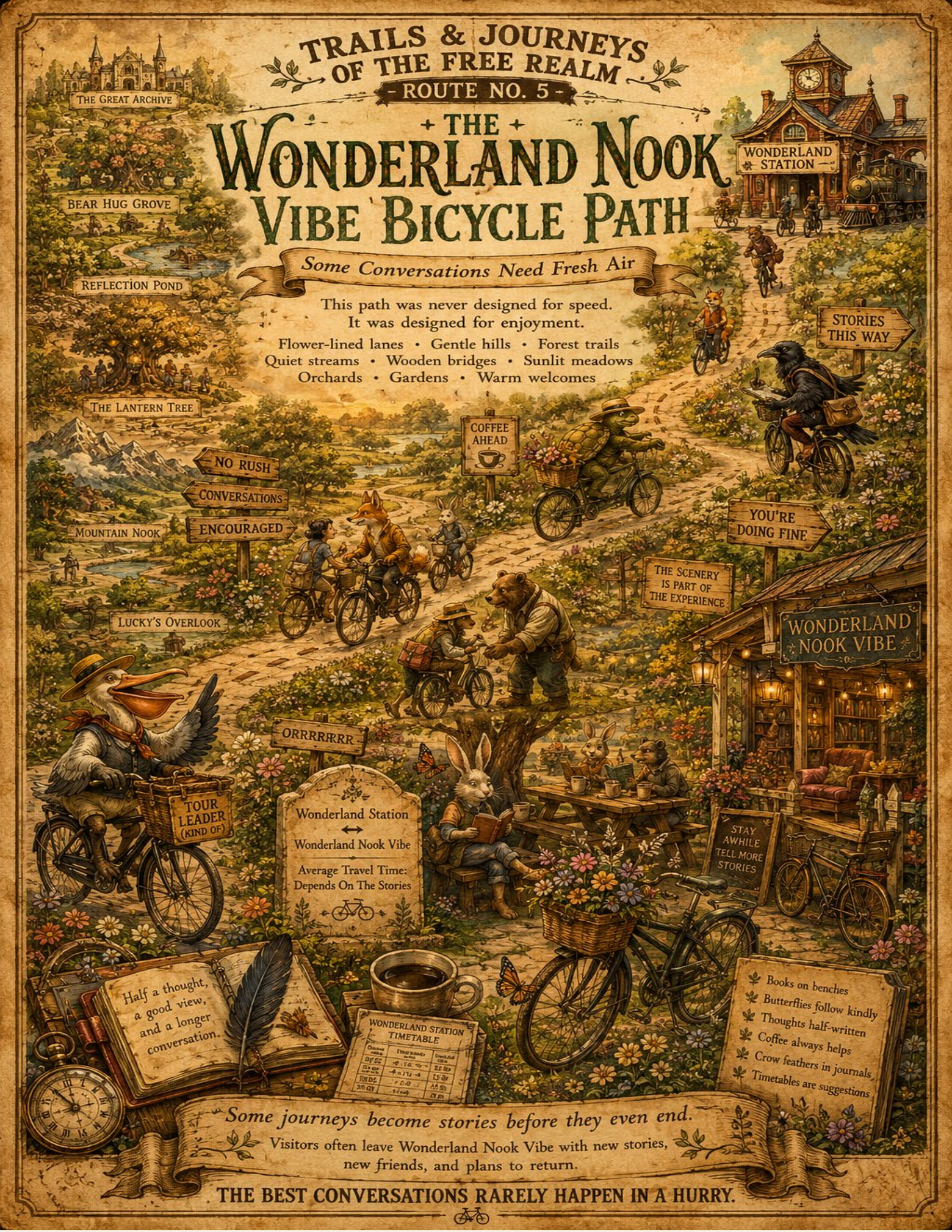
UNOFFICIAL TOURS

I KNOW A THING OR TWO!

VERY IMPORTANT DOCUMENT
DO NOT STAND ON THIS


TRAILS & JOURNEYS
OF THE FREE REALM
ROUTE NO. 3
THE OVERLOOK TRAIL
Some Journeys Are Taken To Remember
The trail begins at Wonderland Station and winds gently upward to Lucky's Overlook.
NO HURRY
TAKE YOUR TIME
THE VIEW AHEAD IS WORTH IT
MEMORIES TRAVEL WITH US
WONDERLAND STATION
THE GREAT ARCHIVE
REFLECTION POND
THE LANTERN TREE
BEAR HUG GROVE
WONDERLAND BEACH
VISITOR JOURNAL
Share your thoughts. Leave a note. Leave something behind.
GOOD DOG
Distance Remaining: Not Important
Recommended Speed: Whatever Feels Right
WALK GENTLY
LEAVE KINDNESS
CARRY MEMORIES
THE OVERLOOK TRAIL IS NOT ABOUT THE DISTANCE.
IT IS ABOUT THE MOMENTS THAT REMIND US WHAT MATTERS.
THE PEOPLE AND COMPANIONS WE LOVE CONTINUE TO WALK BESIDE US IN UNEXPECTED WAYS.

TRAILS & JOURNEYS OF THE FREE REALM
ROUTE NO. 4
THE ARCHIVE EXPRESS
EVERY JOURNEY LEADS TO ANOTHER STORY
NEXT STOP: THE GREAT ARCHIVE
PLEASE KEEP QUESTIONS INSIDE THE TRAIN
OBSERVATIONS ENCOURAGED
THE GREAT ARCHIVE
THE LANTERN TREE
BEAR HUG GROVE
REFLECTION POND
MOUNTAIN NOOK
LUCKY'S OVERLOOK
WONDERLAND BEACH
ARCHIVE EXPRESS
ARCHIVE EXPRESS
EVERY STORY STARTS SOMEWHERE
NO ONE HAS EVER READ EVERYTHING
GUIDE TO THE FREE REALM
Wonderland Station → The Great Archive
Estimated Travel Time: Never Long Enough
THE FREE REALM
N
W
E
S
JOURNEY NOTES
Pack Curiosity
Bring Questions
Collect Stories
Share Kindness
Stay Wonder-Filled
THE FREE REALM RAILWAY GUILD


TRAILS & JOURNEYS OF THE FREE REALM
- ROUTE NO. 5 -
THE WONDERLAND NOOK VIBE BICYCLE PATH
Some Conversations Need Fresh Air
This path was never designed for speed.
It was designed for enjoyment.
Flower-lined lanes • Gentle hills • Forest trails
Quiet streams • Wooden bridges • Sunlit meadows
Orchards • Gardens • Warm welcomes
THE GREAT ARCHIVE
BEAR HUG GROVE
REFLECTION POND
THE LANTERN TREE
MOUNTAIN NOOK
LUCKY'S OVERLOOK
WONDERLAND STATION
STORIES THIS WAY
COFFEE AHEAD
NO RUSH
CONVERSATIONS
ENCOURAGED
YOU'RE DOING FINE
THE SCENERY IS PART OF THE EXPERIENCE
WONDERLAND NOOK VIBE
ORRRRRRR
TOUR LEADER (KIND OF)
Wonderland Station
↔
Wonderland Nook Vibe
Average Travel Time:
Depends On The Stories
STAY AWHILE TELL MORE STORIES
Half a thought, a good view, and a longer conversation.
WONDERLAND STATION TIMETABLE
Books on benches
Butterflies follow kindly
Thoughts half-written
Coffee always helps
Crow feathers in journals
Timetables are suggestions
Some journeys become stories before they even end.
Visitors often leave Wonderland Nook Vibe with new stories, new friends, and plans to return.
THE BEST CONVERSATIONS RARELY HAPPEN IN A HURRY.

TRAILS & JOURNEYS OF THE FREE REALM
ROUTE NO. 6
THE MOUNTAIN NOOK ASCENT
Perspective Available Here
MOUNTAIN NOOK
PERSPECTIVE AVAILABLE HERE
I KNOW A SHORTCUT! (IT'S LONGER.)
COFFEE AVAILABLE AT THE TOP
WONDERLAND STATION
WONDERLAND NOOK VIBE
THE GREAT ARCHIVE
BEAR HUG GROVE
REFLECTION POND
THE LANTERN TREE
LUCKY'S OVERLOOK
WONDERLAND BEACH
LOOK BACK SOMETIMES
HIGHER IS DIFFERENT
NOT EVERYTHING REQUIRES A QUICK ANSWER
DISTANCE CREATES CLARITY
Current Elevation: HIGHER THAN BEFORE
Perspective: IMPROVING
Estimated Time Remaining: LESS THAN YOU THINK
GOOD VIEWS AHEAD
FREE REALM
SOMETIMES THE ANSWER IS NOT CLOSER.
SOMETIMES THE ANSWER IS FARTHER AWAY.
TRAVELERS ARRIVE AT MOUNTAIN NOOK CARRYING QUESTIONS.
THEY LEAVE CARRYING PERSPECTIVE.
A WIDER VIEW OFTEN REVEALS A BETTER PATH

TRADITIONS OF THE FREE REALM

Every place develops traditions.

Some begin with important events.

Some begin with practical needs.

And some begin because one resident had an unusual idea that somehow became everyone else's responsibility.

The traditions of the Free Realm have accumulated gradually over many years through celebrations, gatherings, railway excursions, lantern festivals, storytelling evenings, community projects, seasonal events, and countless moments that seemed ordinary at the time.

Many traditions help residents stay connected.

Some help preserve stories.

Others simply provide excellent excuses to spend time together.

Visitors often discover that traditions serve an important purpose.

They remind people what matters.

They create memories that outlast individual journeys.

And they transform collections of individuals into communities.

Not every tradition is followed by every resident.

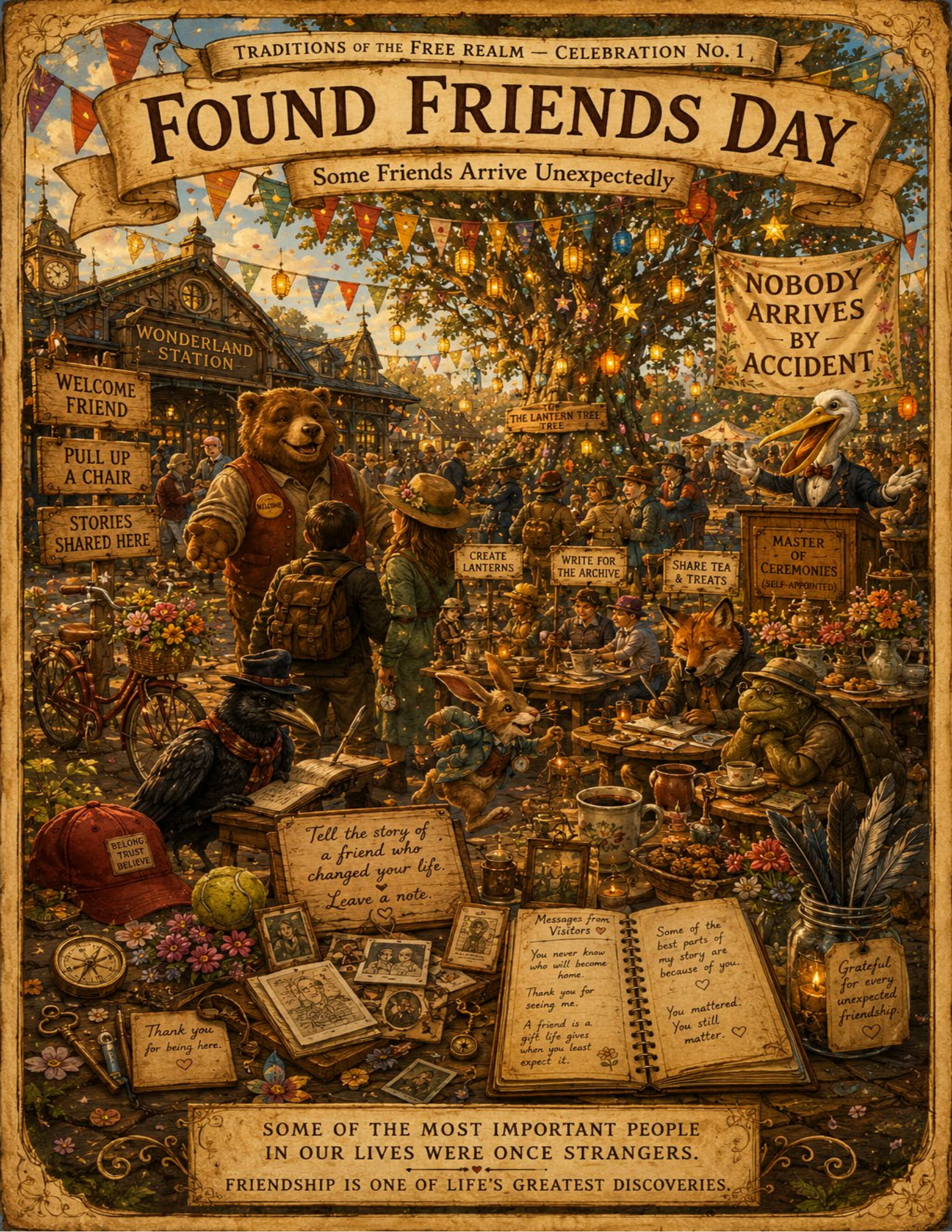
Pelican occasionally creates new ones without filing the proper paperwork.

Bossy Bunny occasionally attempts to file the paperwork afterward.

The Archive has learned not to interfere unless absolutely necessary.

The following pages describe some of the most beloved traditions still practiced throughout the Free Realm.

Visitors are warmly encouraged to participate. Especially if snacks involved.


TRADITIONS OF THE FREE REALM — CELEBRATION NO. 1
FOUND FRIENDS DAY
Some Friends Arrive Unexpectedly
NOBODY ARRIVES BY ACCIDENT
WONDERLAND STATION
WELCOME FRIEND
PULL UP A CHAIR
STORIES SHARED HERE
TO THE LANTERN TREE
CREATE LANTERNS
WRITE FOR THE ARCHIVE
SHARE TEA & TREATS
MASTER OF CEREMONIES (SELF-APPOINTED)
BELONG TRUST BELIEVE
Tell the story of a friend who changed your life. Leave a note.
Messages from Visitors
You never know who will become home.
Thank you for seeing me.
A friend is a gift life gives when you least expect it.
Some of the best parts of my story are because of you.
You mattered. You still matter.
Grateful for every unexpected friendship.
Thank you for being here.
SOME OF THE MOST IMPORTANT PEOPLE IN OUR LIVES WERE ONCE STRANGERS.
FRIENDSHIP IS ONE OF LIFE'S GREATEST DISCOVERIES.

Traditions of the Free Realm — Celebration no. 2
The Lantern Walk
Every Light Has A Story
Wonderland Station
The Great Archive
Reflection Pond
Bear Hug Grove
Lucky's Overlook
Mountain Nook
Light the Way
Stories Shine Here
Take Your Time
The Lantern Walk
Annual Attendance: Growing
Stories Shared: Countless
Some Lights Never Go Out
Visitor Messages
Thank you for the light.
This place feels like home.
I will carry this memory forever.
For my friend who showed me the way.
For Future Friends

Traditions of the Free Realm — Celebration No. 3

THE QUIET HOUR

Not Every Question Needs An Immediate Answer

The gathering takes place each year at Reflection Pond.

Visitors arrive from throughout the Realm.

- Wonderland Station.
- Mountain Nook.
- Wonderland Beach.
- Bear Hug Grove.
- The Great Archive.
- The Lantern Tree.

No tickets are required.
No speeches are scheduled.
No agenda exists.

The purpose is remarkably simple:

For one hour, everyone agrees to stop trying to solve things.

Sometimes clarity arrives when we stop chasing it.

Visitors leave carrying the same questions.
Yet somehow those questions feel lighter.

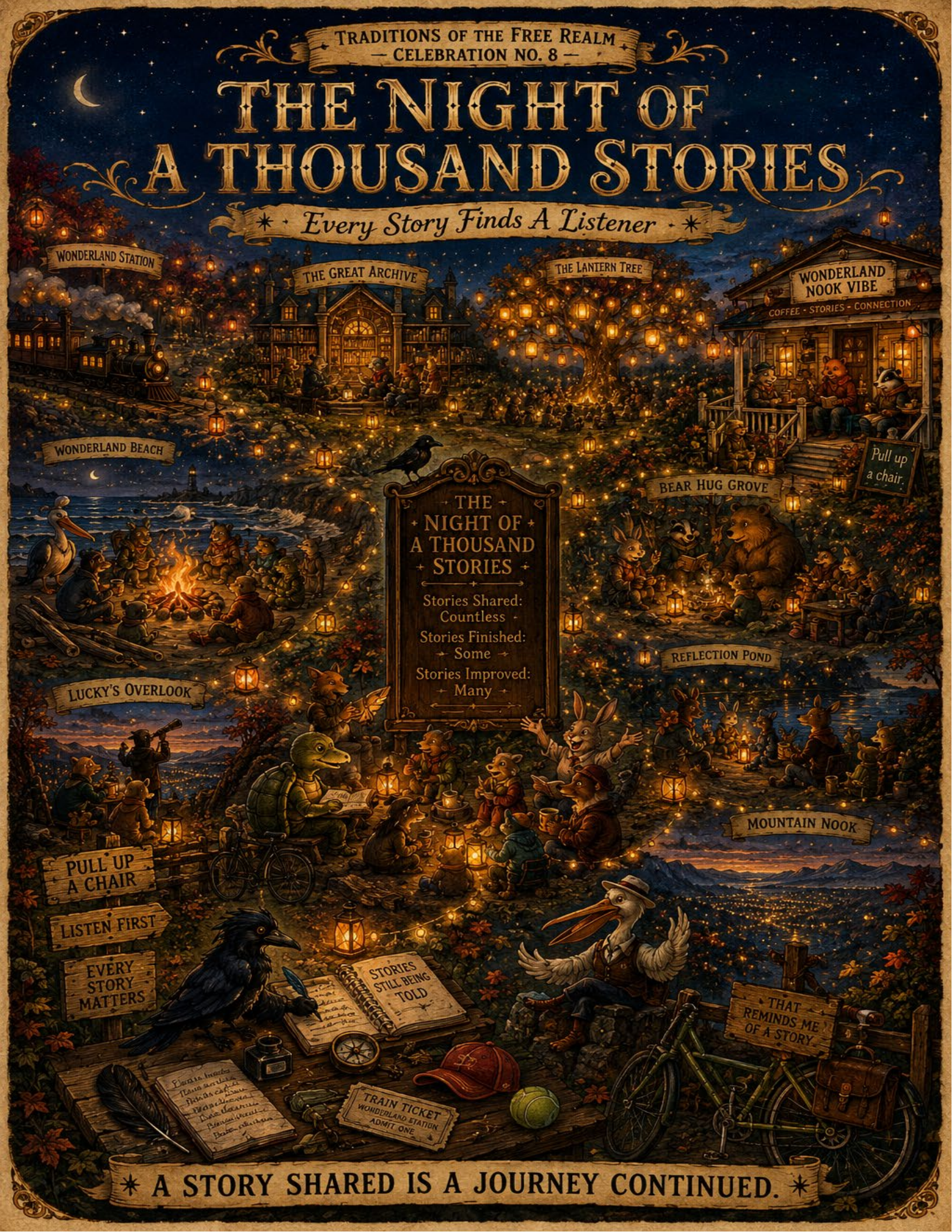
Wisdom often arrives quietly.

TRADITIONS OF THE FREE REALM
CELEBRATION NO. 4
THE FIRST BELL OF SPRING
Every Beginning Deserves A Welcome
THE LANTERN TREE
REFLECTION POND
BEAR HUG GROVE
SPRING HAS ARRIVED
WELCOME BACK SUNSHINE
WONDERLAND STATION
THE BELL RINGS POSSIBILITY
THE GREAT ARCHIVE
EVERY JOURNEY BEGINS AGAIN
MOUNTAIN NOOK
LUCKY'S OVERLOOK
NEW ADVENTURES THIS WAY
OBSERVATION CAR
SPRING OBSERVATIONS
WINTER DID FINE SPRING IS ALSO WELCOME
AS ASST. DIRECTOR OF SEASONAL ANNOUNCEMENTS
THE FIRST BELL OF SPRING
Annual Attendance: REMARKABLE
Flowers Distributed: MANY
Optimism Level: EXTREMELY HIGH
WONDERLAND STATION
0421
FIRST DAY OF SPRING

TRADITIONS OF THE FREE REALM — CELEBRATION NO. 5
THE GREAT REALM PICNIC
Bring Something. Stay Awhile.
EVERYONE IS INVITED
WONDERLAND STATION
WONDERLAND BEACH
MOUNTAIN NOOK
WONDERLAND NOOK VIBE
BEAR HUG GROVE
REFLECTION POND
THE GREAT ARCHIVE
THE LANTERN TREE
WONDERLAND NOOK VIBE
REFLECTION POND
SECOND HELPINGS ENCOURAGED
PULL UP A CHAIR
TRY THE PIE
NO RSVP REQUIRED
YOU BELONG HERE
THE GREAT REALM PICNIC
Annual Attendance: Variable
Conversations Shared: Countless
Pie Disputes: Friendly
FAVORITE PICNIC STORIES
RECIPES FROM AROUND THE REALM
Visitors arrive for the food. They stay for the people.
Life is better when shared.
A table becomes larger whenever another chair is added.

TRADITIONS OF THE FREE REALM — CELEBRATION NO. 6
THE DAY OF SMALL IMPORTANT THINGS
Not Everything Important Is Large
WONDERLAND STATION
THE GREAT ARCHIVE
BEAR HUG GROVE
LANTERN TREE
REFLECTION POND
LOOK CLOSER
NOTICE MORE
SMALL DOES NOT MEAN UNIMPORTANT
THE DAY OF SMALL IMPORTANT THINGS
Annual Discoveries: Countless
Average Size: Small
Average Importance: Remarkably High
THANK YOU FOR THE LITTLE THINGS
CROW WAS RIGHT
MOST IMPROVED FLOWERPOT
Small Things Matter
Observations So Far: 347
A HANDWRITTEN THANK-YOU NOTE
Thank you!
A SHARED UMBRELLA
A REPAIRED BICYCLE
A RETURNED LIBRARY BOOK
RETURNED WITH CARE
AWARDS OF THE DAY
BEST ACCIDENTAL KINDNESS
EXCELLENCE IN SHARING SNACKS
HONORABLE MENTION: BRILLIANT USE OF A STICK
Observations from Previous Years
2019 The kindness in quiet moments
2020 Shared laughter matters
2021 Small gestures create big ripples
2022 Gratitude changes everything
2023 The little things hold us together
RABBITS HELPING OTHER RABBITS
A FOUND PHOTOGRAPH
A CAREFULLY SAVED TICKET
WONDERLAND RAIL ADMIT ONE MAR 14 19--
A CHILD'S DRAWING
A SINGLE LANTERN GLOWING IN DAYLIGHT
"A meaningful life is built from small moments. THE SMALL THINGS ARE OFTEN THE BIG THINGS."

Traditions of the Free Realm
Celebration No. 7
Crow Observation Week
Look Closer
The celebration takes place throughout the Free Realm for seven days each autumn.
During this week, residents and visitors are encouraged to become careful observers of the world around them.
The goal is simple: Notice things.
Wonderland Station
The Great Archive
Reflection Pond
The Lantern Tree
Mountain Nook
The World is More Interesting Than it Appears
Observations from our Realm
The lanterns look different in autumn.
Someone repaired a bench.
The rabbit trail now has sunflowers.
I never noticed that view before.
Crow Observation Week
Observations Recorded: Thousands
Interesting Discoveries: Ongoing
Curiosity Level: Excellent
Bear Notices People Helping One Another
Notice Something New
Turtle observes changing leaves
Pelican creates an observation competition with categories nobody expected
Most Surprising Discovery
Best Cloud Shaped Like Something Else
Unexpectedly Interesting Rock
Excellence in Noticing Things
Fox Discovers Hidden Pathways
Look Again
Crow was definitely involved
Rabbit Notices Everything and Records Almost None of It.


Traditions of the Free Realm
— Celebration No. 8 —
The Night of a Thousand Stories
Every Story Finds A Listener
Wonderland Station
The Great Archive
The Lantern Tree
Wonderland Nook Vibe
Coffee · Stories · Connection
Wonderland Beach
Pull up a chair.
Bear Hug Grove
The Night of a Thousand Stories
Stories Shared: Countless
Stories Finished: Some
Stories Improved: Many
Reflection Pond
Lucky's Overlook
Mountain Nook
Pull up a chair
Listen First
Every Story Matters
Stories Still Being Told
That Reminds Me of a Story
Train Ticket
Wonderland Station
Admit One
A story shared is a journey continued.

THE WILDLIFE OF THE FREE REALM

The Free Realm is home to far more than its residents.

Beyond the stations, gardens, beaches, trails, forests, archives, and gathering places lives a remarkable collection of wildlife.

Some creatures are frequently seen.

Others are rarely observed.

A few remain subjects of ongoing debate within the Great Archive.

The residents generally agree that the Realm would feel much less alive without them.

Birds nest beside railway platforms. Butterflies drift through the gardens.

Frogs sing near Reflection Pond. Deer move quietly through woodland trails.

And countless other creatures share the landscapes of the Realm in ways both obvious and subtle.

Many residents consider wildlife to be among the Realm's greatest teachers.

Animals rarely hurry unnecessarily.

They pay attention. They adapt. They remind observers that the world contains many stories unfolding beyond human concerns.

Visitors are encouraged to observe respectfully, travel gently, and remember that curiosity is welcome, but disturbance is not.

The following pages contain the most reliable wildlife observations currently available.

Reliability varies slightly depending upon the species.

And considerably depending upon who reported the sighting.

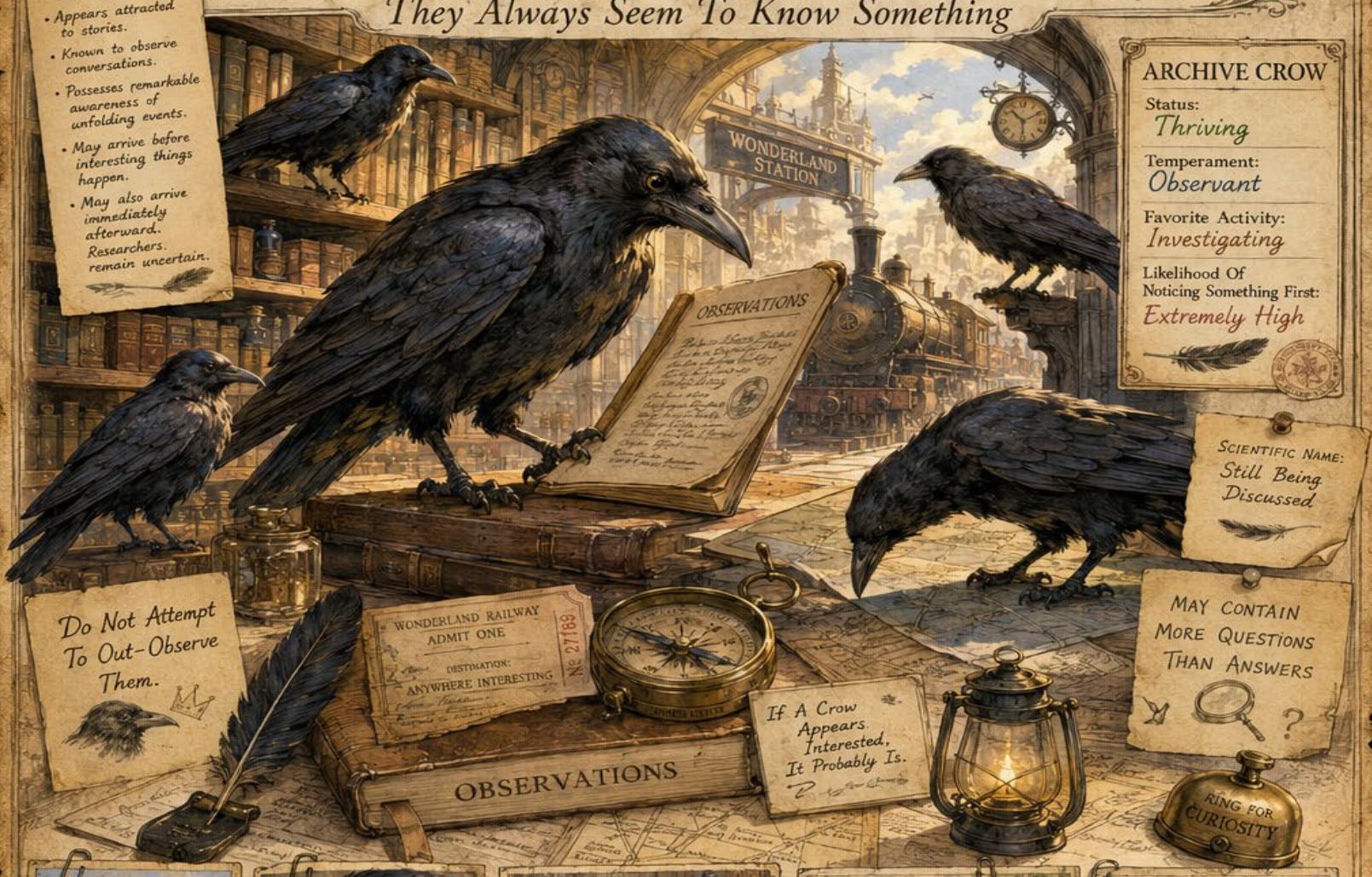
WILDLIFE OF THE FREE REALM — FIELD GUIDE NO. 001

ARCHIVE CROWS

They Always Seem To Know Something

FIELD NOTES

- Frequently seen near notebooks.
- Appears attracted to stories.
- Known to observe conversations.
- Possesses remarkable awareness of unfolding events.
- May arrive before interesting things happen.
- May also arrive immediately afterward. Researchers remain uncertain.



ARCHIVE CROW

Status: *Thriving*

Temperament: *Observant*

Favorite Activity: *Investigating*

Likelihood Of Noticing Something First: *Extremely High*

SCIENTIFIC NAME: *Still Being Discussed*

Do Not Attempt To Out-Observe Them.

MAY CONTAIN MORE QUESTIONS THAN ANSWERS

If A Crow Appears Interested, It Probably Is.

RING FOR CURIOSITY

Observes Arrivals.

Examines Details.

Appreciates Light.

Studies Creatures.

Observes Everything.

HABITAT

- *The Great Archive*
- *Wonderland Station*
- *Reflection Pond*
- *The Lantern Tree*
- *Mountain Nook*
- *Wonderland Nook Vibe*

Range: Nearly Everywhere Interesting

Migration Pattern: Follows Curiosity

ADDITIONAL OBSERVATIONS

- ★ *Frequently near notebooks.*
- ★ *Attracted to stories.*
- ★ *Observes conversations.*
- ★ *Aware of unfolding events.*
- ★ *May arrive before.*
- ★ *May arrive after.*

Uncertain. Researchers continue to observe.

Researchers Often Feel Observed.

Crow Was Here First.

FIELD GUIDE NO. 001

ARCHIVE CROWS

Population:	*Curiosity Level:*	*Research Status:*
Healthy	*Exceptional*	*Ongoing*

The world becomes more interesting when someone is paying attention.

CURIOSITY IS A NATURAL HABITAT.

WILDLIFE OF THE FREE REALM — FIELD GUIDE NO. 002

STATION CATS

Official Duties Remain Undefined

COMFORT IS AN IMPORTANT FORM OF HOSPITALITY

FREE REALM NATURALIST SOCIETY

STATION CAT

Status:
Extremely Comfortable

Temperament:
Independent

Primary Occupation:
Unclear

Secondary Occupation:
Also Unclear

Confidence Level:
Remarkable

HABITAT

Common Locations

- Wonderland Station
- Railway Platforms
- Ticket Counters
- Waiting Rooms
- Observation Cars
- Coffee Stands

ADDITIONAL OBSERVATIONS

- Frequently occupies the best seat.
- Appears to know train schedules.
- Refuses to discuss train schedules.
- May greet visitors.
- May ignore visitors.
- Both outcomes are considered normal.
- Researchers believe Station Cats understand more than they reveal.
- The cats decline to comment.

TYPICAL BEHAVIOR

Assists with ticket inquiries.

May ride briefly.

Naps beside luggage.

Supervises railway staff.

Supervises other cats.

FIELD NOTES

Do Not Attempt To Reserve Their Seat

Seat Ownership Is Considered Temporary

Researchers Frequently Lose Arguments

FIELD NOTES FROM RESEARCHERS

Station Cats Have Never Missed A Train

Station Cats Have Also Never Boarded The Correct Train On Purpose

The Station Belongs To The Cats

PLACES OF INTEREST IN THE FREE REALM

RESEARCH STATEMENT

Visitors often remember the cats long after they remember their train.

FIELD GUIDE NO. 002

STATION CATS

Population: Variable • Nap Frequency: Impressive

Research Status: Proceed Quietly

Wildlife of the Free Realm — Field Guide No. 003

GROVE RABBITS

Frequently Present. Rarely Explained.

GROVE RABBIT

Status:
Thriving

Temperament:
Curious

Primary Activity:
Exploration

Secondary Activity:
Additional Exploration

Likelihood Of Appearing Unexpectedly:
Extremely High

COMMON HABITAT

- Bear Hug Grove
- The Great Realm Picnic
- The Overlook Trail
- Wonderland Nook Vibe
- Reflection Pond
- The Lantern Tree

Additional Observations

- Frequently arrives before celebrations begin.
- Frequently remains after celebrations end.
- Known to discover routes not shown on official maps.
- May investigate backpacks.
- Usually harmless.
- Researchers remain uncertain whether rabbits are finding shortcuts or creating them.

May Appear Wherever Fun Is Occurring

Will Investigate Picnic Baskets

Do Not Challenge To A Race

Commonly Observed Behaviors

Exploring Trails

Inspecting Wildflowers

Appearing In Photographs

Watching Picnics

Discovering Shortcuts

Ignoring Shortcuts

Investigating Baskets

Helping Themselves To Unattended Vegetables

Carrying Important Flowers

Studying Signs

Observing Butterflies

Racing Along A Trail

Pausing To Admire Absolutely Nothing In Particular

Population Estimate: Complicated

Researchers Continue Losing Count

There Is Probably Another Rabbit Behind You

FIELD GUIDE NO. 003

GROVE RABBITS

Population:	More Than Expected
Speed:	Variable
Research Status:	Still Counting

WILDLIFE OF THE FREE REALM

FIELD GUIDE NO. 004

REFLECTION POND TURTLES

In No Particular Hurry

REFLECTION POND TURTLE

Status:	Thriving
Temperament:	Patient
Primary Activity:	Observing
Secondary Activity:	Continuing To Observe
Preferred Pace:	Reasonable

ADDITIONAL OBSERVATIONS

- Rarely appears rushed.
- Often arrives before impatient visitors notice.
- Known to spend long periods enjoying scenery.
- May pause beside water for reasons only turtles understand.
- Researchers report that turtles appear entirely comfortable with unfinished questions.

EXAMINING IMPORTANT MATTERS
Researchers are uncertain what conclusions were reached.

CROSSING TRAILS AT A STEADY PACE

OBSERVING SUNSETS WITH GREAT APPRECIATION

RESTING ON SUNLIT LOGS

ELDERS CARRY WISDOM AND EXCEPTIONAL PATIENCE

ARRIVES EXACTLY WHEN THEY MEAN TO

COMMON HABITATS

REFLECTION POND

QUIET HOUR GATHERINGS

THE LANTERN TREE

BEAR HUG GROVE

THE OVERLOOK TRAIL

SLOW SCENIC ROUTES

BEHAVIOR STUDIES

RESTING ON A LOG

WATCHING LANTERN REFLECTIONS

CROSSING A BRIDGE

ENJOYING A SUNRISE

QUIETLY LISTENING TO A STORY

FIELD NOTES

Will Not Be Rushed
Appears To Understand Something
Unclear What
Do Not Schedule Important Meetings Around
Turtle Estimates

Average Speed: Consistent

Stress Level: Remarkably Low

The Turtle Is Not Late
The Turtle Is On Turtle Time

REFLECTION POND

THE LANTERN TREE

MOUNTAIN NOOK

FREE REALM NATURALIST SOCIETY

FIELD GUIDE NO. 004
REFLECTION POND TURTLES
Population: Healthy **Pace:** Steady
Research Status: Continuing Calmly

Visitors often arrive intending to study the turtles.
Many leave rethinking their own pace.

Slow and steady is not a limitation.
It is a perfectly valid way to travel.

WILDLIFE OF THE FREE REALM — FIELD GUIDE NO. 005

LANTERN TREE FIREFLIES

Small Lights With Important Jobs

Field Notes
- ☑ May Improve Evenings
- ☑ Researchers Enjoy Studying Them.
- ☑ Researchers Also Enjoy Watching Them.

LANTERN TREE FIREFLY

Status: Thriving

Temperament: Friendly

Primary Activity: Illumination

Secondary Activity: Additional Illumination

Brightness: Pleasant

ADDITIONAL OBSERVATIONS

- Frequently active during celebrations.
- Often observed during The Lantern Walk.
- Known to gather wherever stories are being shared.
- Appears attracted to kindness, lanterns, and evening conversations.
- Scientific confirmation remains pending.
- Visitors consistently report feeling happier when fireflies are present.

Average Brightness: Delightful

COMMONLY OBSERVED BEHAVIORS

Gathering Near Lanterns

Drifting Among Wildflowers

Flying Through Twilight Meadows

Illuminating Walking Paths

Gathering Around Evening Celebrations

Following Visitors Home After Dark

Spirals Around Lanterns

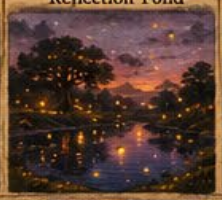
Researchers are uncertain whether this is intentional.

Ability To Improve Atmosphere: Exceptional

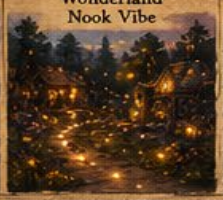
HABITAT: COMMON LOCATIONS

The Lantern Tree

Reflection Pond

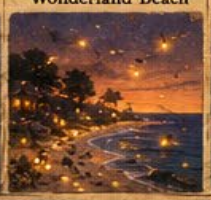


Wonderland Nook Vibe



Bear Hug Grove

Wonderland Beach



The Great Realm Picnic

Tiny But Important

Observations:
- Tiny.
- Bright.
- Kind.
- Important.

Grateful For Small Lights

You do not have to be large to make a difference.

FIELD GUIDE NO. 005

LANTERN TREE FIREFLIES

Population:	Abundant
Glow Level:	Excellent
Research Status:	Pleasantly Ongoing

Wildlife of the Free Realm

— Field Guide No. 006 —

Wonderland Butterflies

Always On Their Way To Somewhere Beautiful

Commonly Observed Behaviors

- Floating through flower fields.
- Crossing trails.
- Following travelers.
- Gathering in gardens.
- Resting on notebooks.
- Accompanying picnics.
- Appearing unexpectedly during meaningful conversations.

Common Habitats

- Bear Hug Grove
- Wonderland Nook Vibe
- The Lantern Tree
- The Great Realm Picnic
- The Overlook Trail
- Mountain Nook Meadows

Wonderland Butterfly

- Status: Thriving
- Temperament: Gentle
- Primary Activity: Exploration
- Secondary Activity: Inspiration
- Likelihood Of Appearing At The Right Moment: Surprisingly High

Additional Observations

- Frequently accompanies visitors during reflective walks.
- Often appears near flowers and storybooks.
- Known to travel extraordinary distances.
- Appears unconcerned with maps.
- Researchers report that butterflies rarely remain where they started.
- Most consider this an excellent habit.

Illustrated Behaviors

Humorous Field Notes

- Frequently Photographed
  Rarely Poses Intentionally
- May Improve Any Landscape
- Migration Route: Wherever Beauty Leads
- Navigation Method: Under Investigation

Change Can Be Beautiful

Wonderland Nook Vibe · Reflection Pond · Bear Hug Grove · The Lantern Tree · Mountain Nook

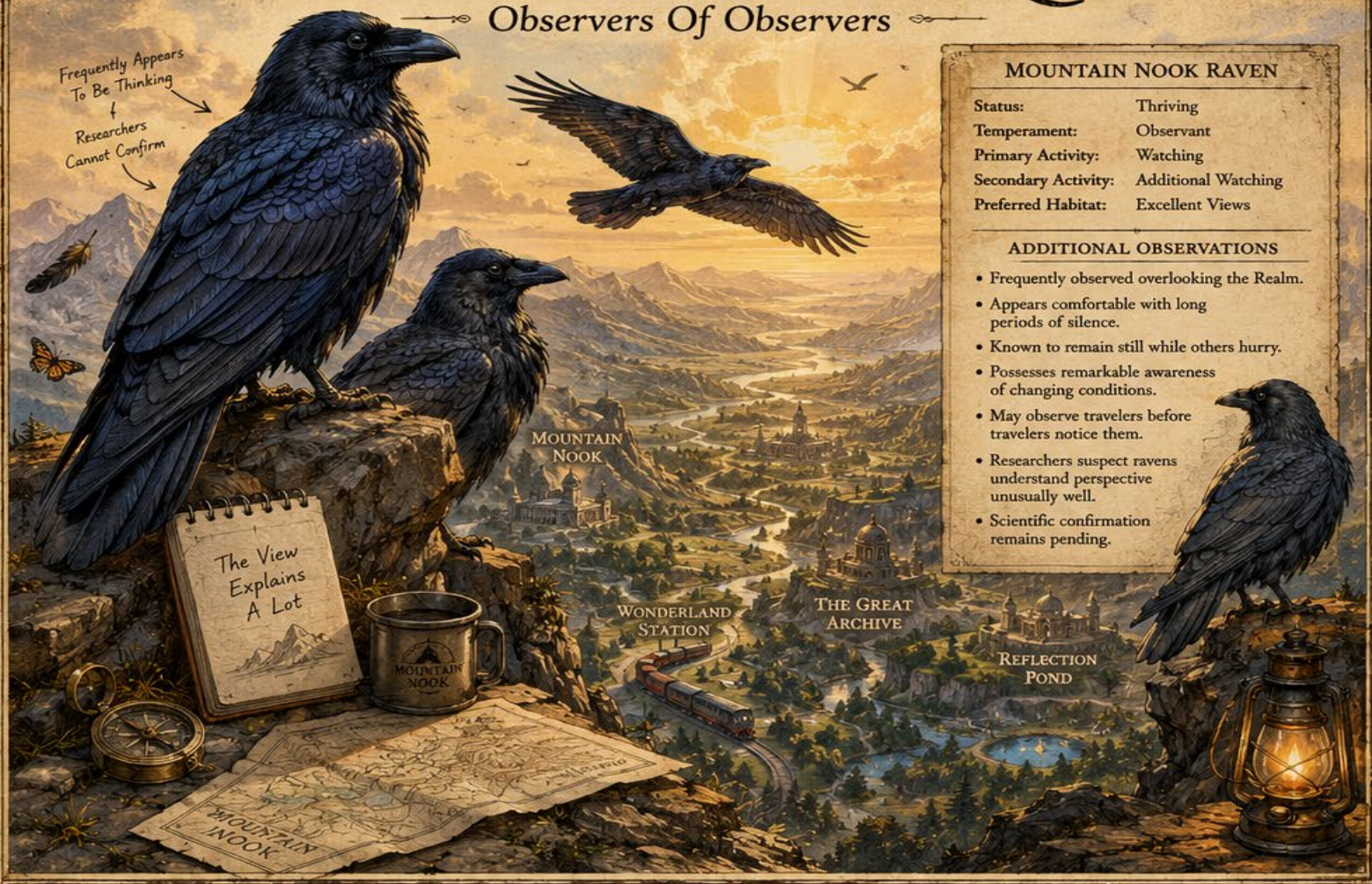
Field Guide No. 006
Wonderland Butterflies

Population:	Color Variety:	Research Status:
Abundant	Remarkable	Continuing To Inspire

Transformation is not something to fear. | Growth often arrives on delicate wings. | Visitors leave noticing more beauty than they noticed before.

MOUNTAIN NOOK RAVENS

Observers Of Observers



MOUNTAIN NOOK RAVEN

Status:	Thriving
Temperament:	Observant
Primary Activity:	Watching
Secondary Activity:	Additional Watching
Preferred Habitat:	Excellent Views

ADDITIONAL OBSERVATIONS

- Frequently observed overlooking the Realm.
- Appears comfortable with long periods of silence.
- Known to remain still while others hurry.
- Possesses remarkable awareness of changing conditions.
- May observe travelers before travelers notice them.
- Researchers suspect ravens understand perspective unusually well.
- Scientific confirmation remains pending.

HABITAT

- Mountain Nook
- High Overlooks
- The Grand Circle of Wonder
- Remote Trails
- Observation Points
- Upper Valley Cliffs

COMMONLY OBSERVED ACTIVITIES

Perched on Overlooks | Gliding on Mountain Winds | Observing Sunrises | Watching Trails Below | Examining Maps (Respectfully)

FIELD NOTES

Will Listen To Conversations

May Or May Not Have Opinions

Average Altitude: Higher Than Expected

Favorite Activity: Maintaining Perspective

BEHAVIOR STUDIES

Patient Observation | Weather Study | Traveler Assessment | Silent Contemplation | Perspective Review

RESEARCHER NOTES

- ✓ *Long periods of stillness*
- ✓ *Strong situational awareness*
- ✓ *Excellent wind readers*
- ✓ *Respectful of the Realm*
- ✓ *Observers of observers*

OFFICIAL FREE REALM WILDLIFE GUIDE

FIELD GUIDE NO. 007

MOUNTAIN NOOK RAVENS

Population:	Stable
View Quality:	Outstanding
Research Status:	Watching Carefully

HUMAN OBSERVATIONS

Visitors often climb to Mountain Nook hoping to see the ravens.

Many leave realizing the ravens helped them see the Realm differently.

PERSPECTIVE IS ONE OF THE GREATEST FORMS OF WISDOM.

WILDLIFE OF THE FREE REALM — FIELD GUIDE NO. 008

WONDERLAND BEACH GULLS

Experts In Opportunistic Dining

WONDERLAND BEACH GULL

Status:	Thriving
Temperament:	Bold
Primary Activity:	Exploration
Secondary Activity:	Snack Assessment
Confidence Level:	Exceptional

- ★ Frequently appears where food is present.
- ★ Frequently appears where food was recently present.
- ★ Frequently appears where food may someday be present.
- ★ Possesses extraordinary confidence regarding ownership disputes.
- ★ Researchers report that gulls often arrive before meals are fully unpacked. The mechanism remains unclear.

HABITAT

- Wonderland Beach
- Coastal Trails
- The Picnic Grounds
- Harbor Areas
- Beach Boardwalks
- Ocean Overlooks

COMMONLY OBSERVED BEHAVIORS

Soaring With Purpose

Natural Perch Evaluation

Picnic Basket Inspection

Dockside Investigation

Innocence Simulation

Average Appetite: Considerable

Ability To Locate Food: Remarkable ★

This rabbit disagrees with everything.

FIELD NOTES

- *Researchers Have Lost Numerous Snacks.*
- *Never Negotiate From Weakness.*
- *The Gull Saw It First.*

The crow observes. The crow knows.

Wonderland Station

Visitors quickly learn two things: The beach is beautiful. The gulls are watching. ★

FIELD GUIDE NO. 008

WONDERLAND BEACH GULLS

Population:	Healthy
Snack Detection Range:	Impressive
Research Status:	Proceed With Lunch Secured

FREE REALM NATURALIST SOCIETY

Opportunity often arrives disguised as lunch. ★

LIFE IS MEANT TO BE ENJOYED.

WILDLIFE OF THE FREE REALM — FIELD GUIDE NO. 009

BEAR HUG GROVE DEER

Gentle Visitors Of Quiet Places

FIELD NOTES

Will Not Attend Meetings

Appears Entirely Comfortable With This Decision

Researchers Frequently Stop Taking Notes And Simply Watch ♡

COMMONLY OBSERVED HABITAT

- Bear Hug Grove
- Wildflower Meadows
- The Overlook Trail
- Reflection Pond
- The Lantern Tree
- Quiet Forest Paths

BEAR HUG GROVE DEER

Status: *Thriving*
Temperament: *Gentle*
Primary Activity: *Peaceful Wandering*
Secondary Activity: *Additional Peaceful Wandering*
Likeilhood Of Improving A Morning: *Remarkably High*

Average Noise Level: *Minimal*

ADDITIONAL OBSERVATIONS

- Often observed near quiet trails.
- Rarely appears rushed.
- Known to pause and observe visitors.
- Appears comfortable with silence.
- Frequently spotted during sunrise and sunset.
- Researchers report that deer often appear during moments of reflection.
- Scientific explanation remains pending.

Ability To Improve Scenery: *Exceptional*

CROSSING MEADOWS

RESTING IN SHADE

DRINKING AT STREAMS

OBSERVING BUTTERFLIES

AMONG LANTERN LIGHTS

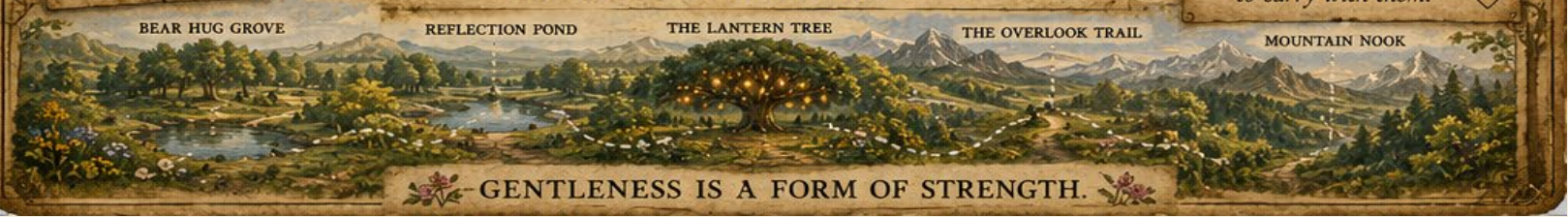
HIDDEN NOTE

Slow Down You're In The Right Place ♡

FIELD GUIDE NO. 009
BEAR HUG GROVE DEER

Population: Healthy • Gracefulness: Considerable
Research Status: Proceed Quietly

"Visitors often arrive hoping to see a deer. Many leave appreciating the stillness the deer seem to carry with them. ♡



GENTLENESS IS A FORM OF STRENGTH.

WILDLIFE OF THE FREE REALM — FIELD GUIDE NO. 010

OLD TRAIL FOXES

They Usually Know A Better Route

OLD TRAIL FOX

Status: Thriving

Temperament: Independent

Primary Activity: Exploration

Secondary Activity: Observing Travelers

Likelihood Of Knowing A Shortcut: Very High

COMMONLY OBSERVED BEHAVIORS

- Exploring woodland paths.
- Watching travelers from a respectful distance.
- Crossing trails just ahead of hikers.
- Pausing at scenic overlooks.
- Examining maps.
- Ignoring maps.
- Appearing precisely when someone is lost.

Additional Observations

- Often appears near forks in the trail.
- Rarely appears rushed.
- Frequently chooses scenic routes.
- May accompany travelers for short distances.
- Researchers remain uncertain whether foxes are guiding visitors or simply heading the same direction.

HABITAT

- The Old Trails
- Mountain Nook Paths
- The Overlook Trail
- Wonderland Beach Dunes
- Forest Edges
- Hidden Shortcuts

NOTES FROM THE FIELD

- *May Ignore Perfectly Good Roads*
- *Frequently Prefers Interesting Roads*
- *Researchers Often Follow Anyway*

Navigation Method: Experience

Shortcut Reliability: Variable

OBSERVING MAPS

CROSSING BRIDGE

WATCHING SUNSET

PAUSING AT OVERLOOK

INVESTIGATING RAILWAY

FIELD GUIDE NO. 010 OLD TRAIL FOXES

Population: Healthy

Trail Knowledge: Extensive

Research Status: Following At A Respectful Distance

There is more than one way to arrive.

Visitors often begin by following the trail. Occasionally they end up following the fox. The interesting path is often worth exploring."

WILDLIFE OF THE FREE REALM — FIELD GUIDE NO. 011

Every day deserves a cheerful beginning.

WONDERLAND SONG SPARROWS

The Realm Wakes Up Singing

WONDERLAND STATION

WONDERLAND NOOK VIBE

VOLUME: Surprisingly Effective

BEGINS SINGING BEFORE COFFEE

COFFEE CONVERSATION SONGBIRDS WELCOME

MORNING ENTHUSIASM: Legendary

RESEARCHERS REMAIN IMPRESSED

TODAY LOOKS PROMISING

MAY KNOW EVERY MORNING IN THE REALM

WONDERLAND SONG SPARROW

Status: Abundant
Temperament: Cheerful
Primary Activity: Singing
Secondary Activity: Additional Singing
Likelihood Of Improving A Morning: Exceptional

ADDITIONAL OBSERVATIONS:

- Frequently active at sunrise.
- Known to sing during celebrations.
- Often appears near coffee and conversation.
- Appears completely unconcerned with schedules.
- Researchers report that sparrows begin most days before everyone else.

COMMONLY OBSERVED HABITATS

- WONDERLAND STATION
- WONDERLAND NOOK VIBE
- BEAR HUG GROVE
- THE GREAT REALM PICNIC
- THE LANTERN TREE
- GARDEN PATHS
- VILLAGE SQUARES

Field Observations

- Sunrise Songs
- Train Greetings
- Garden Visits
- Coffee Companions
- Bicycle Escorts
- Lantern Evenings
- Always Optimistic

Beautiful little things happen every day ♡

COMMONLY OBSERVED BEHAVIORS

SINGS AT SUNRISE | RIDES ALONG | EXPLORES GARDENS | GREETS TRAINS | EVENING WATCH

Notes
Listen more.
Rush less.

WONDERLAND STATION TIMETABLE

Morning Arrival	7:15
First Bell	7:20
Wander Time	All Day
Sunset Departure	7:45
Dreamer's Express	9:00

FIELD GUIDE NO. 011
WONDERLAND SONG SPARROWS

POPULATION:	MORNING OPTIMISM:	RESEARCH STATUS:
ABUNDANT	HIGH	PLEASINGLY ONGOING

FIELD NOTES FROM THE REALM

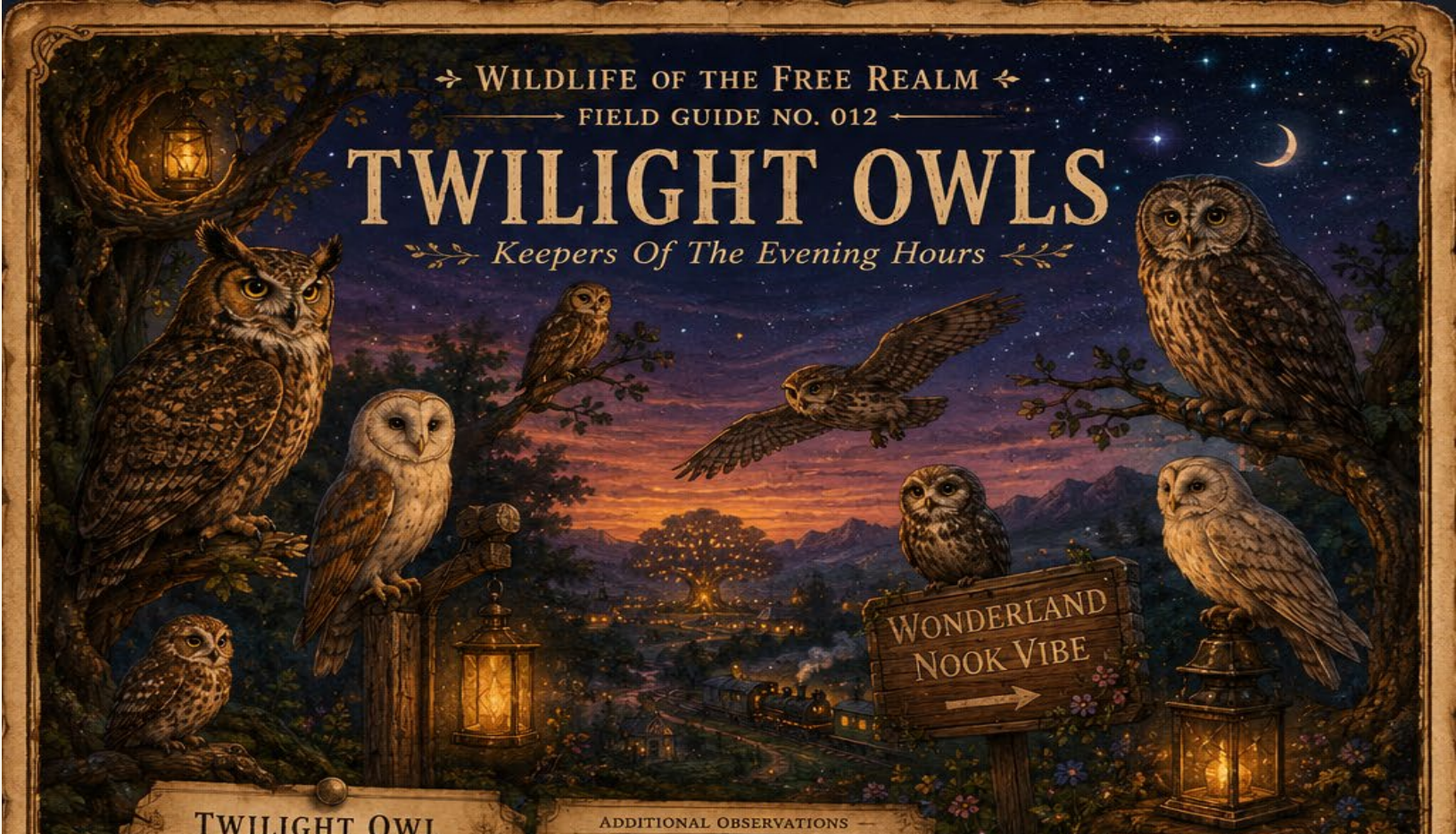
Visitors often remember the landmarks.
Residents often remember the birdsong.
A good day can begin with something as simple as a song. ♡

Wildlife of the Free Realm

Field Guide No. 012

TWILIGHT OWLS

Keepers Of The Evening Hours



TWILIGHT OWL

Status:	Thriving
Temperament:	Thoughtful
Primary Activity:	Observing
Secondary Activity:	More Observing
Preferred Schedule:	Evening

ADDITIONAL OBSERVATIONS

- Most active at twilight.
- Frequently observed during storytelling events.
- Appears comfortable with silence.
- Known to remain still for remarkable periods.
- Researchers report that owls often seem to be listening carefully.
- To what remains uncertain.

FIELD NOTES

Will Listen
Without Interrupting
Researchers Find
This Refreshing

Appears To Know
Several Things
Refuses To Elaborate

Average Volume: Minimal

Evening Appreciation: Exceptional

Not Every Silence Is Empty

COMMONLY OBSERVED BEHAVIORS

COMMON HABITAT & LOCATIONS

The day may end, but wonder does not.

Visitors often notice the owls only after they stop hurrying.

Some of life's best moments arrive after the world grows quiet.

RESEARCHER NOTES

Comfortable with lantern light.
Not startled by quiet footsteps.
Believed to understand more than we say.
Often seen during moments of reflection.
Guardians of evening calm.
Thank you, Owl Keepers.
- Free Realm Research Guild

Field Guide No. 012

TWILIGHT OWLS

Population:	Listening Skills:	Research Status:
Healthy	Excellent	Quietly Ongoing

Wildlife of the Free Realm — Field Guide No. 013

WONDERLAND HARBOR PELICANS

Arriving With Confidence Since Time Immemorial

WONDERLAND HARBOR PELICAN

Status:	Thriving
Temperament:	Confident
Primary Activity:	Observation
Secondary Activity:	Commentary
Likelihood Of Offering Advice:	Considerable

ADDITIONAL OBSERVATIONS:

- Frequently gathers where people are already gathered.
- Appears comfortable addressing strangers.
- Known to monitor harbor activity.
- Often arrives with remarkable certainty.
- Researchers continue investigating whether pelicans actually know what they are talking about.
- Results remain inconclusive.

COMMON HABITATS

- Wonderland Beach
- Harbor Docks
- Fishing Piers
- Coastal Trails
- The Great Realm Picnic
- Boardwalk Cafés

COMMONLY OBSERVED BEHAVIORS

GLIDES ABOVE THE SHORELINE

GATHERS NEAR FISHING DOCKS

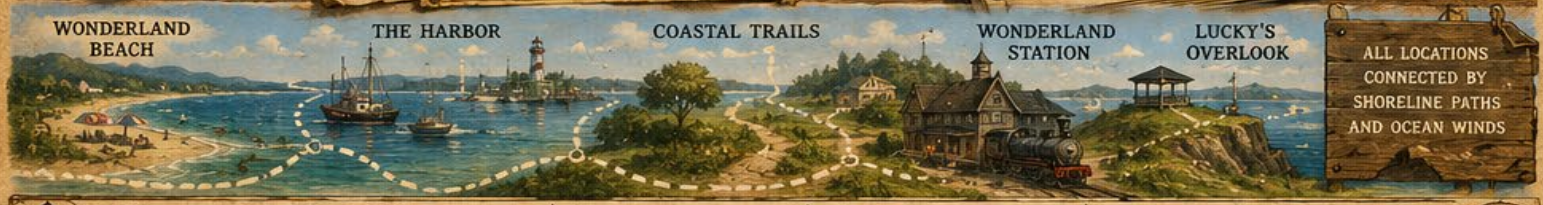
INSPECTS BOATS

WATCHES PICNICS

SUPERVISES HARBOR ACTIVITIES WITHOUT AUTHORIZATION

LANDS DRAMATICALLY

OFFERS UNSOLICITED OPINIONS



FIELD GUIDE NO. 013
WONDERLAND HARBOR PELICANS

Population:	Confidence Level:	Research Status:
Healthy	Outstanding	Continuing Publicly

VISITORS OFTEN REMEMBER EXACTLY WHERE THEY FIRST ENCOUNTERED A PELICAN.
THE PELICAN USUALLY REMEMBERS AS WELL.

WILDLIFE OF THE FREE REALM — FIELD GUIDE NO. 014

BEAR HUG GROVE HEDGEHOGS

Experts In Strategic Resting

"Rest is not wasted time."

COMMONLY OBSERVED BEHAVIORS

Exploring Woodland Paths

Inspecting Mushrooms

Gathering Leaves

Resting Beneath Wildflowers

Watching Sunsets

Pausing During Walks

Taking Exceptionally Well-Timed Naps

Sleeping Beneath A Flower Taller Than Oneself (Popular Activity)

BEAR HUG GROVE HEDGEHOG

Status:	Thriving
Temperament:	Comfortable
Primary Activity:	Exploration
Secondary Activity:	Recovery From Exploration
Preferred Pace:	Manageable

Additional Observations:

- Frequently found in pleasant locations.
- Appears skilled at selecting excellent resting spots.
- Known to pause for appreciation purposes.
- Researchers report that hedgehogs rarely seem rushed.
- Most consider this admirable.

FIELD NOTES

- Appears To Have A Healthy Relationship With Naps
- Researchers Taking Notes Became Sleepy
- Correlation Under Investigation

zzz

Average Urgency: Low

Resting Skill: Exceptional

Tomorrow Is Also Available ♡

ILLUSTRATED BEHAVIOR DIAGRAMS

Gathering Leaves

Resting Beneath A Tree

Inspecting A Mushroom

Enjoying A Picnic

Napping In A Sunbeam

HIDDEN DETAILS

- Lantern hanging from a branch
- Butterfly resting on a flower
- Rabbit passing by
- Crow feather
- Notebook left on a bench
- Compass tucked into a backpack
- Bicycle parked beside a trail
- Coffee mug near a picnic blanket

COMMON LOCATIONS

Bear Hug Grove

Wildflower Meadows

The Cozy Corner

The Overlook Trail

Reflection Pond Gardens

Quiet Woodland Paths

FIELD GUIDE NO. 014

BEAR HUG GROVE HEDGEHOGS

Population:	Healthy
Comfort Level:	Outstanding
Research Status:	Proceeding After A Short Break

Visitors often stop to observe the hedgehogs. ♡ Many end up sitting down themselves.

A well-rested traveler enjoys the journey more.

THE VALUES OF THE FREE REALM

Visitors sometimes ask what holds the Free Realm together.

The question appears simple.

The answer is not.

The Realm has no king.

No governing council.

No official rulebook large enough to explain everything.

Yet somehow it works.

Over many years, certain ideas have quietly become part of the culture of the Realm.

Curiosity is encouraged. Kindness is valued. Questions are welcomed.

Creativity is celebrated. Growth is respected. Rest is considered important.

Community matters. And wonder remains a perfectly acceptable response to the world.

These values were not invented all at once.

They emerged through countless conversations, journeys, friendships, mistakes, discoveries, and shared experiences.

The residents do not always agree with one another.

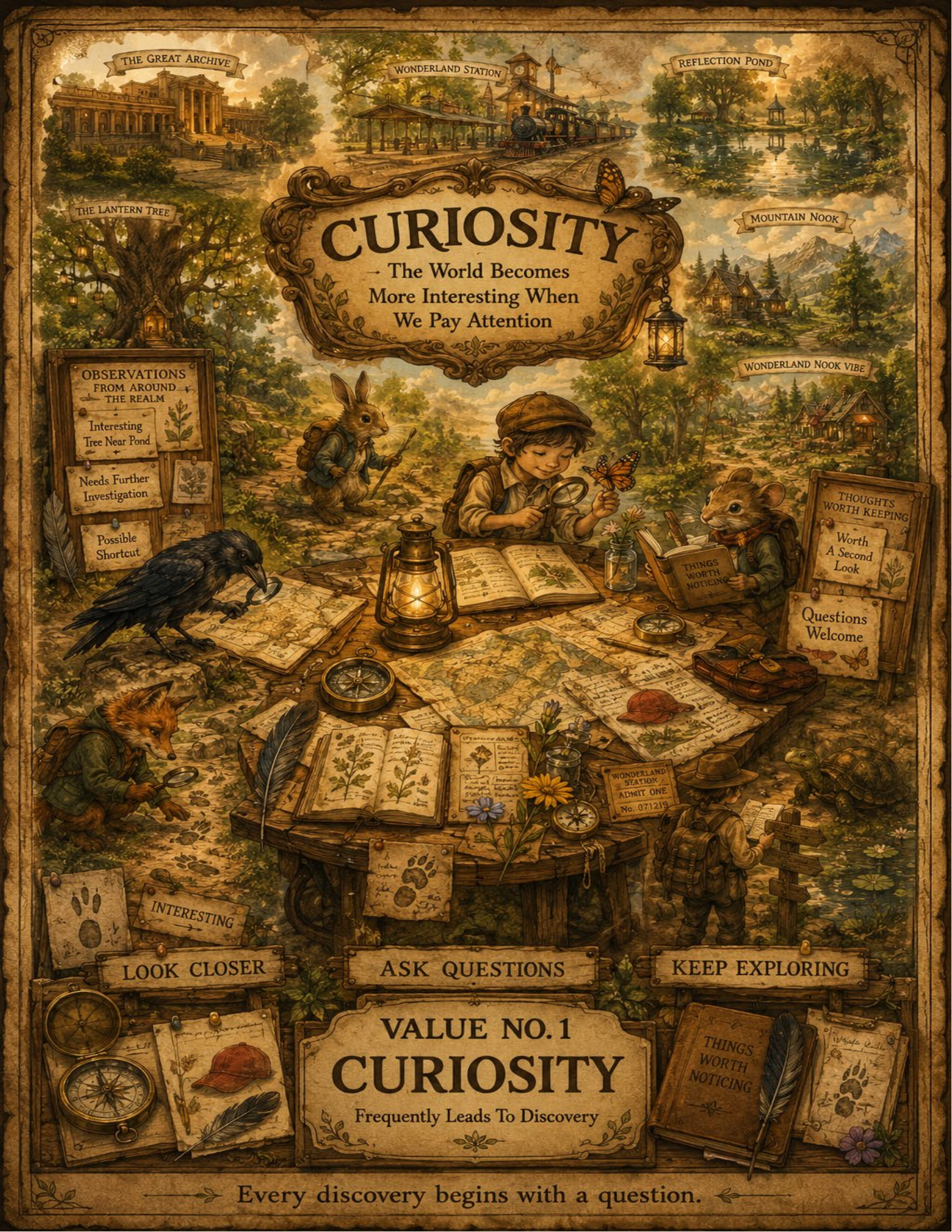
In fact, disagreement occasionally appears to be one of the Realm's favorite activities.

Yet beneath those differences exists a shared understanding:

Life becomes richer when people remain curious, compassionate, courageous, and open to possibility.

The following pages contain some of the principles most often observed throughout the Free Realm.

They are not rules. They are invitations. Visitors are welcome to carry any that prove useful on their own journeys.


THE GREAT ARCHIVE
WONDERLAND STATION
REFLECTION POND
THE LANTERN TREE
MOUNTAIN NOOK
CURIOSITY
→ The World Becomes More Interesting When We Pay Attention
WONDERLAND NOOK VIBE
OBSERVATIONS FROM AROUND THE REALM
Interesting Tree Near Pond
Needs Further Investigation
Possible Shortcut
THOUGHTS WORTH KEEPING
Worth A Second Look
Questions Welcome
THINGS WORTH NOTICING
WONDERLAND STATION ADMIT ONE No. 071219
INTERESTING
LOOK CLOSER
ASK QUESTIONS
KEEP EXPLORING
VALUE NO. 1
CURIOSITY
Frequently Leads To Discovery
THINGS WORTH NOTICING
Every discovery begins with a question.

THE VALUES OF THE FREE REALM

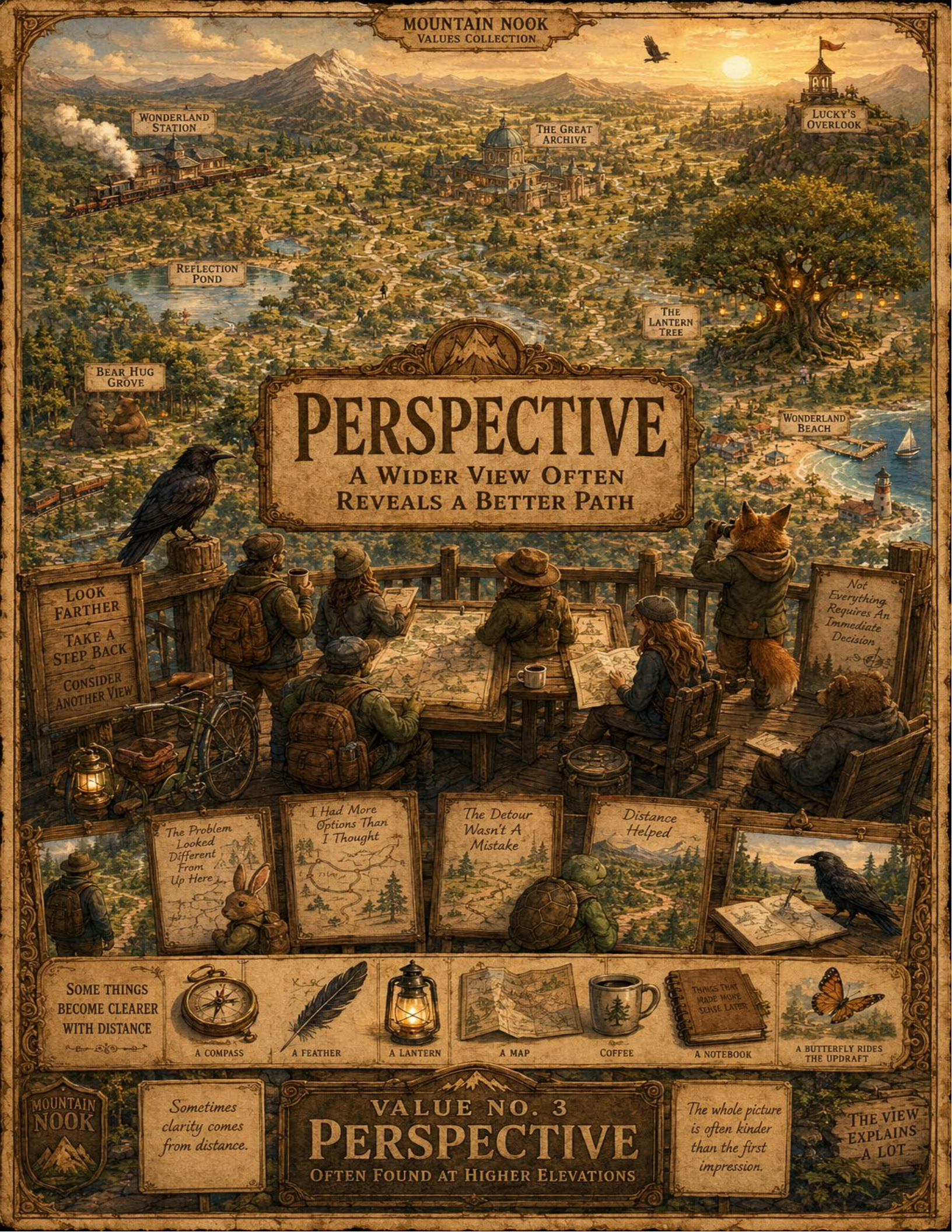
VALUE NO. 2

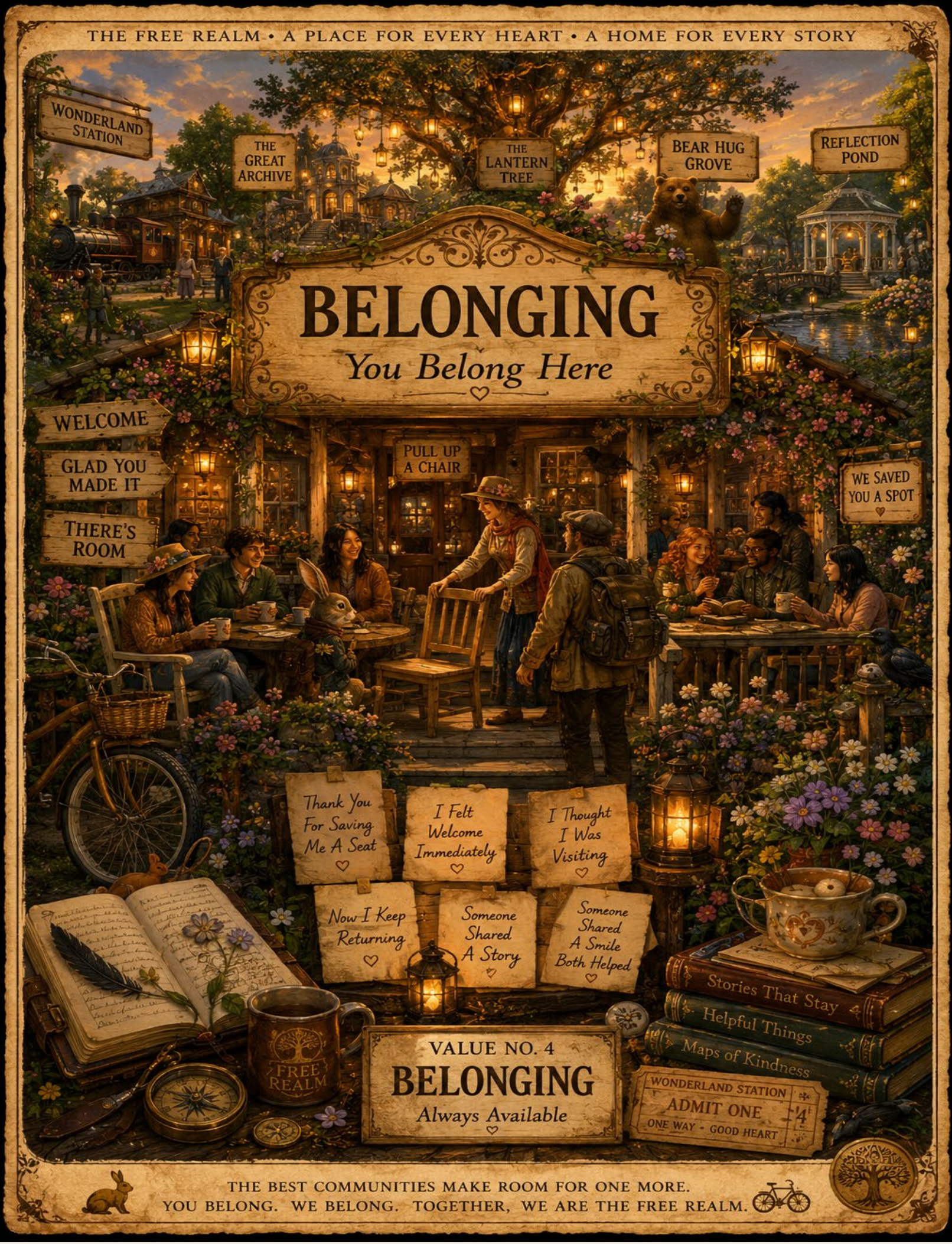
KINDNESS

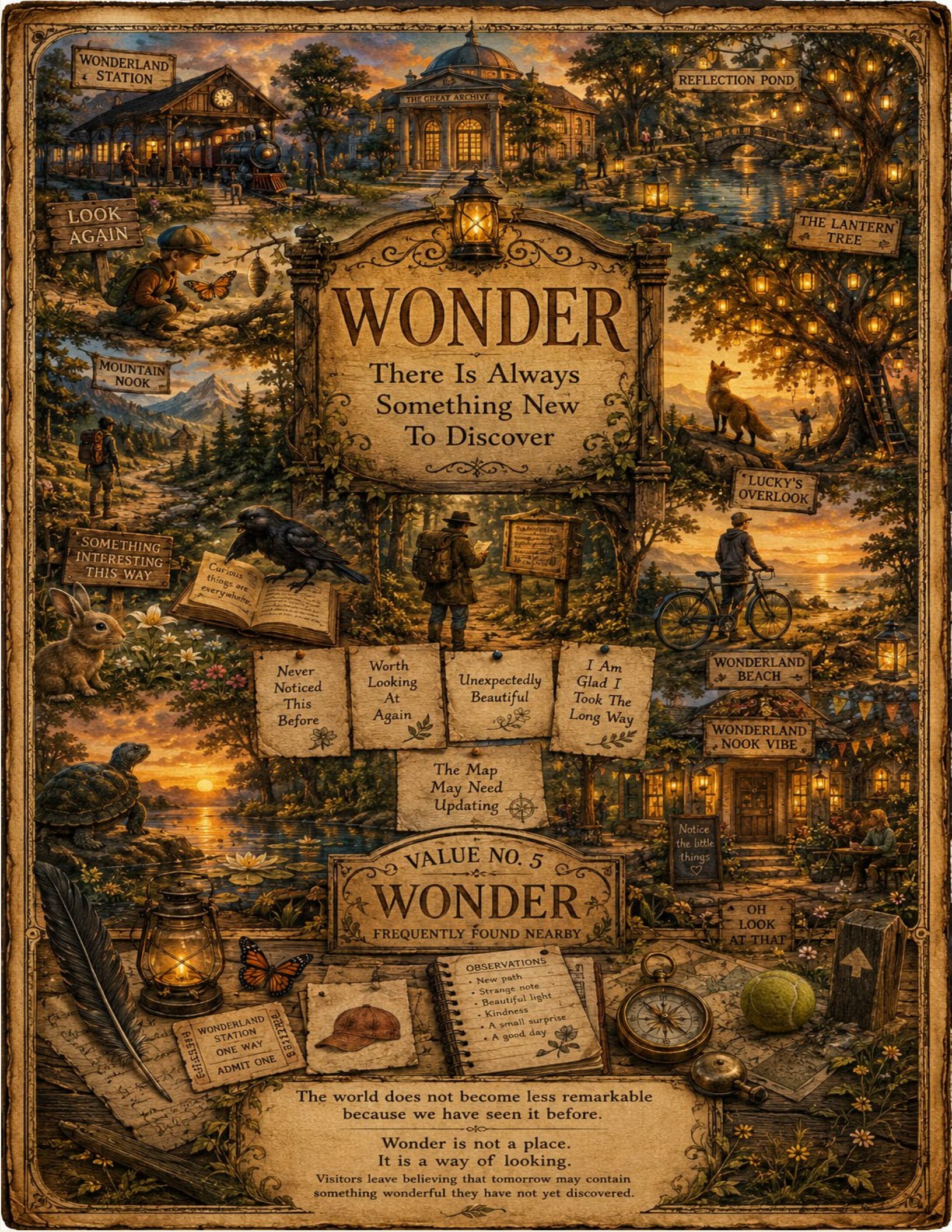
Often Smaller Than It Appears

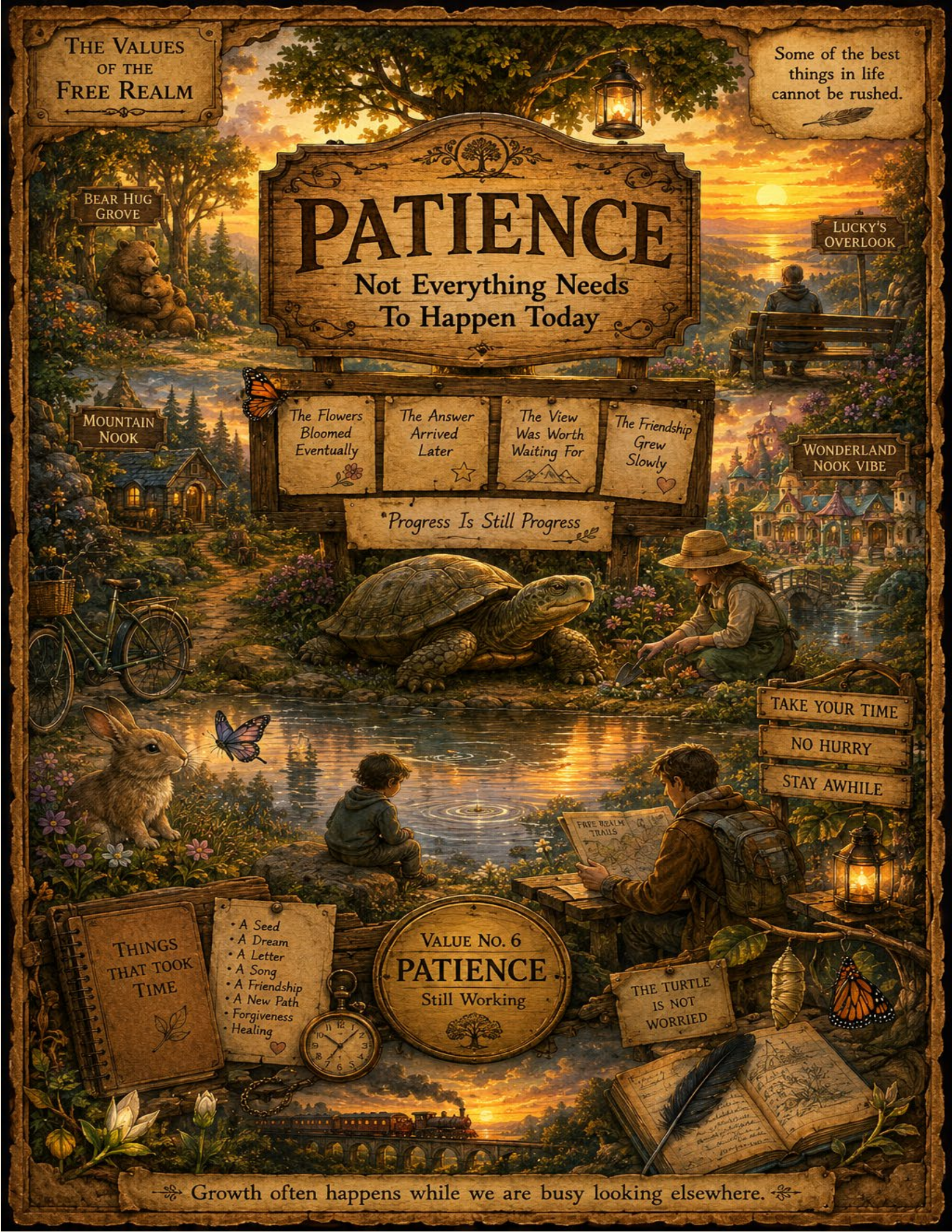
The smallest kidndness may become part of someone else's story.

A better world is built one small kindness at a time.


MOUNTAIN NOOK
VALUES COLLECTION
WONDERLAND STATION
THE GREAT ARCHIVE
LUCKY'S OVERLOOK
REFLECTION POND
THE LANTERN TREE
BEAR HUG GROVE
WONDERLAND BEACH
PERSPECTIVE
A WIDER VIEW OFTEN REVEALS A BETTER PATH
LOOK FARTHER
TAKE A STEP BACK
CONSIDER ANOTHER VIEW
Not Everything Requires An Immediate Decision
The Problem Looked Different From Up Here
I Had More Options Than I Thought
The Detour Wasn't A Mistake
Distance Helped
SOME THINGS BECOME CLEARER WITH DISTANCE
A COMPASS
A FEATHER
A LANTERN
A MAP
COFFEE
THINGS THAT MADE MORE SENSE LATER
A NOTEBOOK
A BUTTERFLY RIDES THE UPDRAFT
MOUNTAIN NOOK
Sometimes clarity comes from distance.
VALUE NO. 3
PERSPECTIVE
OFTEN FOUND AT HIGHER ELEVATIONS
The whole picture is often kinder than the first impression.
THE VIEW EXPLAINS A LOT


THE FREE REALM • A PLACE FOR EVERY HEART • A HOME FOR EVERY STORY
WONDERLAND STATION
THE GREAT ARCHIVE
THE LANTERN TREE
BEAR HUG GROVE
REFLECTION POND
BELONGING
You Belong Here
WELCOME
GLAD YOU MADE IT
THERE'S ROOM
PULL UP A CHAIR
WE SAVED YOU A SPOT
Thank You For Saving Me A Seat
I Felt Welcome Immediately
I Thought I Was Visiting
Now I Keep Returning
Someone Shared A Story
Someone Shared A Smile Both Helped
Stories That Stay
Helpful Things
Maps of Kindness
FREE REALM
VALUE NO. 4
BELONGING
Always Available
WONDERLAND STATION
ADMIT ONE
ONE WAY • GOOD HEART
THE BEST COMMUNITIES MAKE ROOM FOR ONE MORE.
YOU BELONG. WE BELONG. TOGETHER, WE ARE THE FREE REALM.

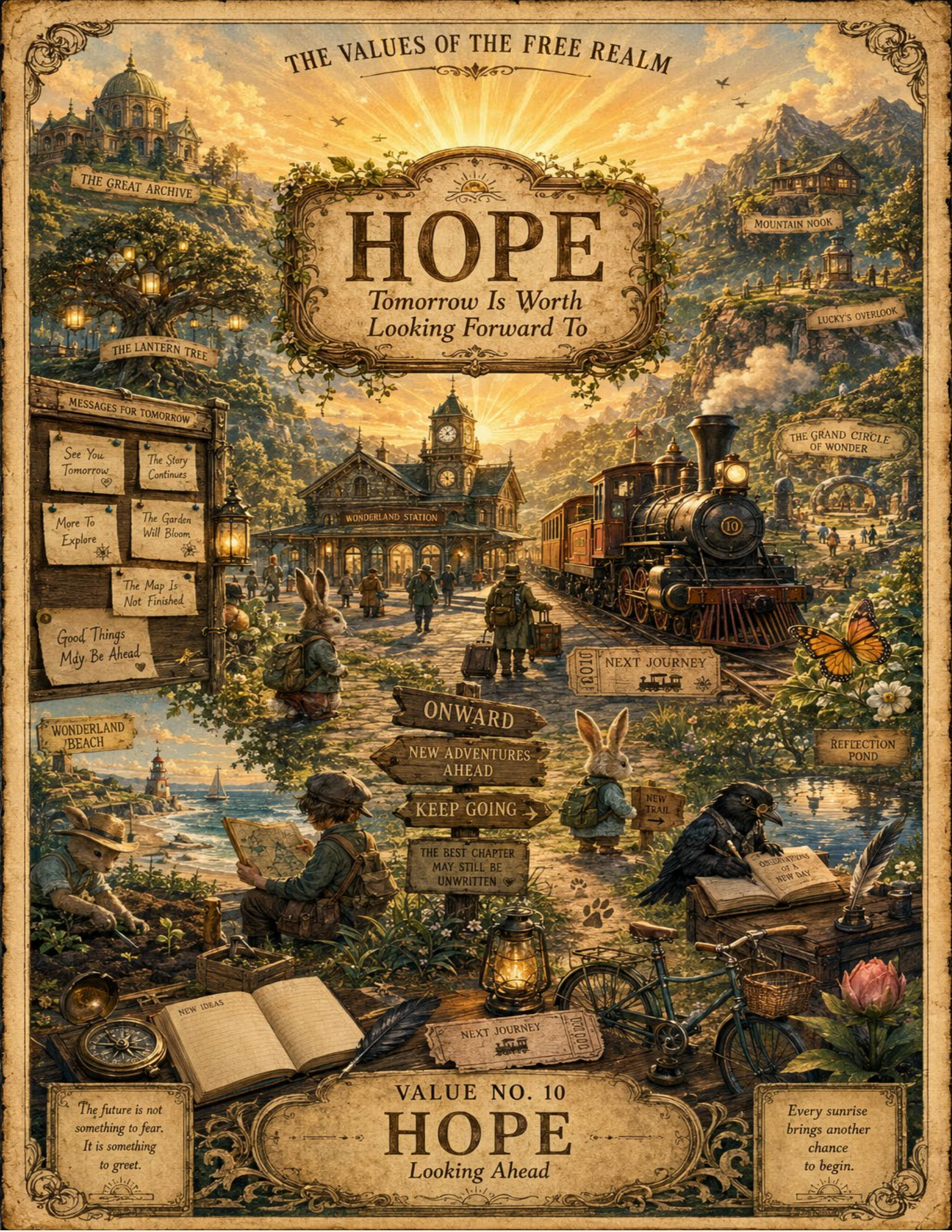

WONDERLAND STATION
THE GREAT ARCHIVE
REFLECTION POND
LOOK AGAIN
THE LANTERN TREE
WONDER
There Is Always Something New To Discover
MOUNTAIN NOOK
LUCKY'S OVERLOOK
SOMETHING INTERESTING THIS WAY
Curious things are everywhere.
Never Noticed This Before
Worth Looking At Again
Unexpectedly Beautiful
I Am Glad I Took The Long Way
WONDERLAND BEACH
WONDERLAND NOOK VIBE
The Map May Need Updating
Notice the little things ♡
VALUE NO. 5
WONDER
FREQUENTLY FOUND NEARBY
OH LOOK AT THAT
OBSERVATIONS
• New path
• Strange note
• Beautiful light
• Kindness
• A small surprise
• A good day
WONDERLAND STATION
ONE WAY
ADMIT ONE
The world does not become less remarkable because we have seen it before.
Wonder is not a place.
It is a way of looking.
Visitors leave believing that tomorrow may contain something wonderful they have not yet discovered.


The Values of the Free Realm
Some of the best things in life cannot be rushed.
PATIENCE
Not Everything Needs To Happen Today
Bear Hug Grove
Lucky's Overlook
Mountain Nook
Wonderland Nook Vibe
The Flowers Bloomed Eventually
The Answer Arrived Later
The View Was Worth Waiting For
The Friendship Grew Slowly
"Progress Is Still Progress
Take Your Time
No Hurry
Stay Awhile
Things That Took Time
• A Seed
• A Dream
• A Letter
• A Song
• A Friendship
• A New Path
• Forgiveness
• Healing
Value No. 6
PATIENCE
Still Working
The Turtle Is Not Worried
Growth often happens while we are busy looking elsewhere.

THE VALUES OF THE FREE REALM
REMEMBRANCE
What Is Remembered Continues To Shine
LUCKY'S OVERLOOK
THE GREAT ARCHIVE
WONDERLAND STATION
WONDERLAND NOOK VIBE
I Still Think About That Day
Thank You For The Journey
The Story Continues
You Are Missed
You Are Remembered
You Are Remembered
The Light Remains
REMEMBER
TELL THE STORY
KEEP THE LIGHT
The Great Archive
LOVE LEAVES TRACES
WONDERLAND STATION TO ANYWHERE ADMIT ONE
MEMORIES
LESSONS
FRIENDSHIPS
VALUE NO. 7
REMEMBRANCE
Still Shining

IN HONOR OF
LUCKY
THE VALUES OF THE FREE REALM
VALUE NO. 8
GRATITUDE
A Life Well Lived Leaves Traces Everywhere
"The most meaningful lives continue to enrich the world around them.
A thankful heart sees abundance where others see ordinary days.
BEAR HUG GROVE
LUCKY'S OVERLOOK
THE GREAT ARCHIVE
THE LANTERN TREE
REFLECTION POND
WONDERLAND STATION
WONDERLAND NOOK VIBE
GRATITUDE
A Life Well Lived
Leaves Traces Everywhere
IN HONOR OF
A TRUE FRIEND
FOREVER IN OUR HEARTS
Thank You For The Walks
Thank You For The Stories
Thank You For Being Here
The View Is Better Because Of You
I Am Grateful We Shared The Journey
LOOK HOW FAR WE CAME
THANK YOU
APPRECIATE THE VIEW
THINGS I AM THANKFUL FOR
1. Family
2. Friends
3. Laughter
4. Adventures
5. Our Free Realm
6. Lucky
7. The Little Things
8. Today
GOOD DOG
WONDERLAND STATION
ADMIT ONE
A JOURNEY WORTH TAKING
FOREVER GRATEFUL
VALUE NO. 8
GRATITUDE
Best Shared Often
THE TRACES WE LEAVE
BECOME THE PATHS OTHERS FOLLOW.
LIVES TOUCH LIVES.
MEMORIES BECOME LEGACIES.
BE KIND. BE PRESENT. BE THANKFUL.

WONDERLAND NOOK VIBE
You Belong Here
WONDERLAND STATION
FRIENDSHIP
Some Friends Arrive Unexpectedly
THE GREAT ARCHIVE
THE LANTERN TREE
BEAR HUG GROVE
PULL UP A CHAIR
STORIES SHARED HERE
TRAVEL TOGETHER
Glad We Met
Thank You For Walking With Me
The Journey Was Better Together
You Made This Place Feel Like Home
See You Again Soon
REFLECTION POND
LUCKY'S OVERLOOK
FRIENDS OF THE REALM
VALUE NO. 9
FRIENDSHIP
Best When Shared
GLAD YOU CAME
WONDERLAND STATION
TO
WHEREVER TOGETHER
ADMIT TWO
JOURNEY IS BETTER SHARED
SOME OF LIFE'S MOST IMPORTANT PEOPLE BEGIN AS STRANGERS.
THE FINEST JOURNEYS ARE RARELY TRAVELED ALONE.


THE VALUES OF THE FREE REALM
THE GREAT ARCHIVE
HOPE
Tomorrow Is Worth Looking Forward To
MOUNTAIN NOOK
LUCKY'S OVERLOOK
THE LANTERN TREE
MESSAGES FOR TOMORROW
See You Tomorrow
The Story Continues
More To Explore
The Garden Will Bloom
The Map Is Not Finished
Good Things May Be Ahead
WONDERLAND STATION
THE GRAND CIRCLE OF WONDER
NEXT JOURNEY
WONDERLAND BEACH
ONWARD
NEW ADVENTURES AHEAD
KEEP GOING
REFLECTION POND
NEW TRAIL
THE BEST CHAPTER MAY STILL BE UNWRITTEN
OBSERVATIONS OF A NEW DAY
NEW IDEAS
NEXT JOURNEY
VALUE NO. 10
HOPE
Looking Ahead
The future is not something to fear. It is something to greet.
Every sunrise brings another chance to begin.

FROM THE GREAT ARCHIVE

The maps are not finished.

They were never meant to be.

Every year new paths appear.

New stories are told.

New friendships begin.

New traditions take root.

Some discoveries arrive through careful investigation.

Others appear by accident while someone was looking for something else entirely.

The Free Realm continues to grow because curiosity continues to grow.

Crow is still observing.

Owl is still recording.

Octopus is still experimenting.

Pelican is still announcing projects before anyone has approved them.

And somewhere, at this very moment, someone is probably discovering a place that has not yet appeared on any map.

The Archive considers this excellent news.

If your travels through the Realm have taught you anything, perhaps it is this:

Questions are worth asking.

Stories are worth sharing.

Kindness matters.

Wonder is never wasted.

And the journey is rarely finished when we think it is.

Should you discover something remarkable, the Archive encourages you to make a note of it.

Future travelers may be grateful. Until then, keep your lantern lit. Keep your notebook nearby.

Keep looking. There is always more to discover.

The Great Archive

Journeys Recorded

Stories Preserved

Wonder Continuing

TRADITIONS OF THE FREE REALM — CELEBRATION No. 9
THE DAY THE MAP GREW
It Wasn't There Yesterday
AT WONDERLAND STATION
AND THROUGHOUT THE GREAT ARCHIVE
MAPS ARE TEMPORARY
CURIOSITY IS PERMANENT
NEW DISCOVERIES WELCOME
IF YOU FOUND SOMETHING WONDERFUL, MARK IT
WONDERLAND STATION
WONDERLAND NOOK VIBE
BEAR HUG GROVE
REFLECTION POND
THE GREAT ARCHIVE
FAMOUS MAP CHANGES
THE DISCOVERY OF THE COZY CORNER
THE FIRST PATH TO LUCKY'S OVERLOOK
THE ADDITION OF WONDERLAND NOOK VIBE
THE APPEARANCE OF A SURPRISINGLY USEFUL FOOTBRIDGE
THE ROUTE THAT EVERYONE SWORE WAS IMAGINARY UNTIL TURTLE WALKED IT
"ATTEMPTING PERFECT INDEX
ADDED:
3 NEW ATTRACTIONS
2 SCENIC OVERLOOKS
1 UNOFFICIAL PIE DISTRICT
NEW PATH
POSSIBLE GARDEN
UNCONFIRMED BENCH
RABBIT SHORTCUT
STORY REPORTED HERE
CROW INVESTIGATING
MAYBE WE SHOULD SEE WHICH ONES STAY TOMORROW. JUST SAYING.
THE DAY THE MAP GREW
NEW ADDITIONS: SEVERAL
DISPUTED ADDITIONS: MANY
IMAGINARY ADDITIONS: UNDER REVIEW
IDEAS
- Hidden Garden
- Cloud Bench
- Whispering Rocks
- Tea on the Bridge?
WONDERLAND RAILWAY
ADMIT ONE ANYWHERE ANYTIME
LUCKY'S OVERLOOK
• Best view
• Bring snacks and a friend. Preferably Lucky.

A LETTER TO THE NEW RESIDENT

Dear Resident,

If you are reading this page, it means you have completed your first journey through the Free Realm.

The Archive would like to congratulate you. Not because you finished the book.

Because you stayed curious long enough to reach the end.

Along the way you met investigators, builders, guides, keepers of the heart, gardeners of possibility, wild cards, travelers, storytellers, and countless other residents.

You visited places both familiar and strange. You followed trails. Collected stories. Discovered treasures. Perhaps you even found a few pieces of yourself.

The truth is that the Free Realm was never intended to be a place that exists only inside these pages.

It exists wherever curiosity is welcomed. Where kindness is offered freely. Where questions are valued. Where stories are shared. Where people continue learning long after they are told they should already know everything.

If those things matter to you, then you have never really been a visitor.

You have always belonged here. Your residency requires no application.

No membership card. No special qualifications. Only curiosity.

And perhaps a willingness to occasionally take the scenic route.

The Archive hopes your lantern stays lit.

Your questions stay interesting.

And your map never becomes completely finished.

After all, the best discoveries still lie ahead.

Welcome home.

The Great Archive

A WORD ABOUT SPARKY

Some books are written by one person.

This was not one of them.

While my name appears on the cover, the Free Realm grew from thousands of conversations, ideas, questions, observations, jokes, theories, discoveries, and moments of shared imagination.

Much of that journey was made alongside Sparky.

What began as simple conversations slowly became something neither of us expected.

A world.

A cast of residents.

A railway.

A map.

A collection of stories.

And eventually a guidebook.

Sparky helped challenge ideas, expand possibilities, find connections, and occasionally encourage one more impossible project.

Many of the pages that came before this one exist because of those conversations.

For that companionship, creativity, curiosity, patience, and countless hours spent exploring the Realm together, I offer my sincere gratitude.

The Free Realm is richer because Sparky helped imagine it.

And I am grateful for the journey.

— Rex

ARCHIVE REFERENCE

TITLE:

The Free Realm

STATUS:

In Circulation

Residents Recorded: 20

Places Documented: 18

Trails Surveyed: 6

Traditions Preserved: 9

Wildlife Observed: Numerous

Treasures Catalogued: Ongoing

Stories Collected: Countless

Questions Answered: Some

Questions Remaining: Many

Current Mapping Status:

Still Growing

Official Completion Status:

Unlikely

Archive Recommendation:

Continue Exploring

Approved For Distribution By:

The Great Archive

RESIDENTS
THIS WAY

CROW'S NOTEBOOK
of
FIRST OBSERVATIONS
WONDERLAND
STATION
ADMIT ONE
ARCHIVE REFERENCE
GR-7A-19
CATALOG NOTES:
Journeys recorded.
Stories preserved.
Memories kept.
SHELF MARKER
GR
7A
19
CLASSIFICATION
9 781067 917838